

"Furniture & Meat"

1025-171

Final Board

Date 12/17/13

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board 12/17/13
- ☐ Design Board
- ☒ Final Board

Adventure Time Created by
Pendleton Ward

Supervising Director
Elizabeth Ito

Storyboard by
Cole Sanchez & Andy Ristaino

JAN 14 2014

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ADVENTURE TIME



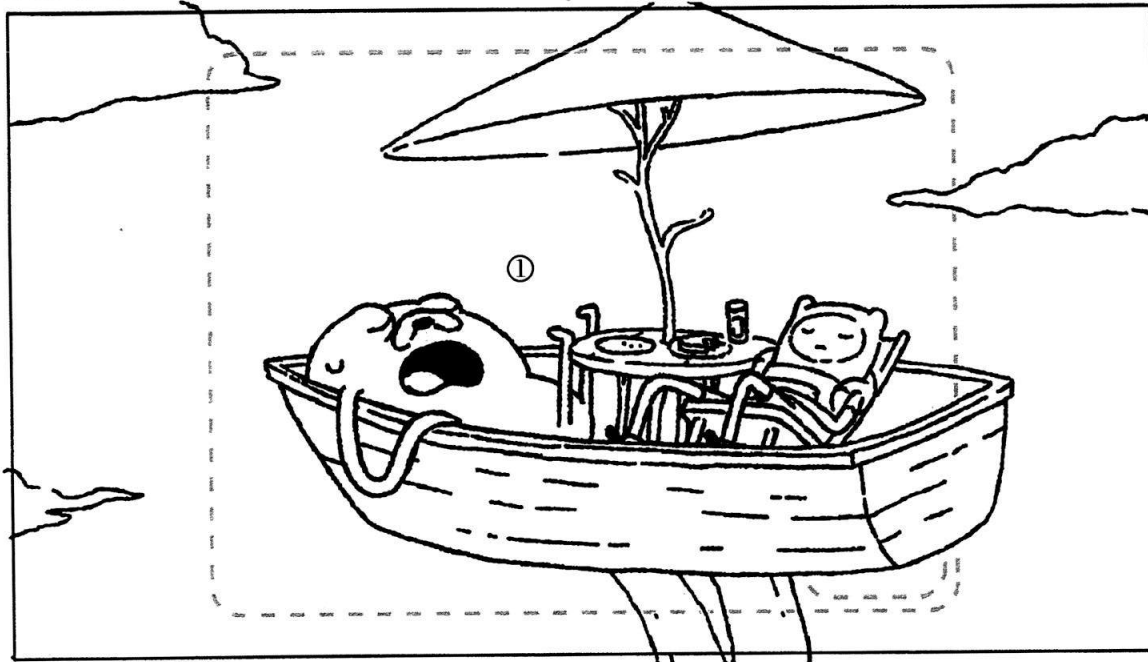
Page 1

Sc. 01

Pnl. A

Bg.

day night

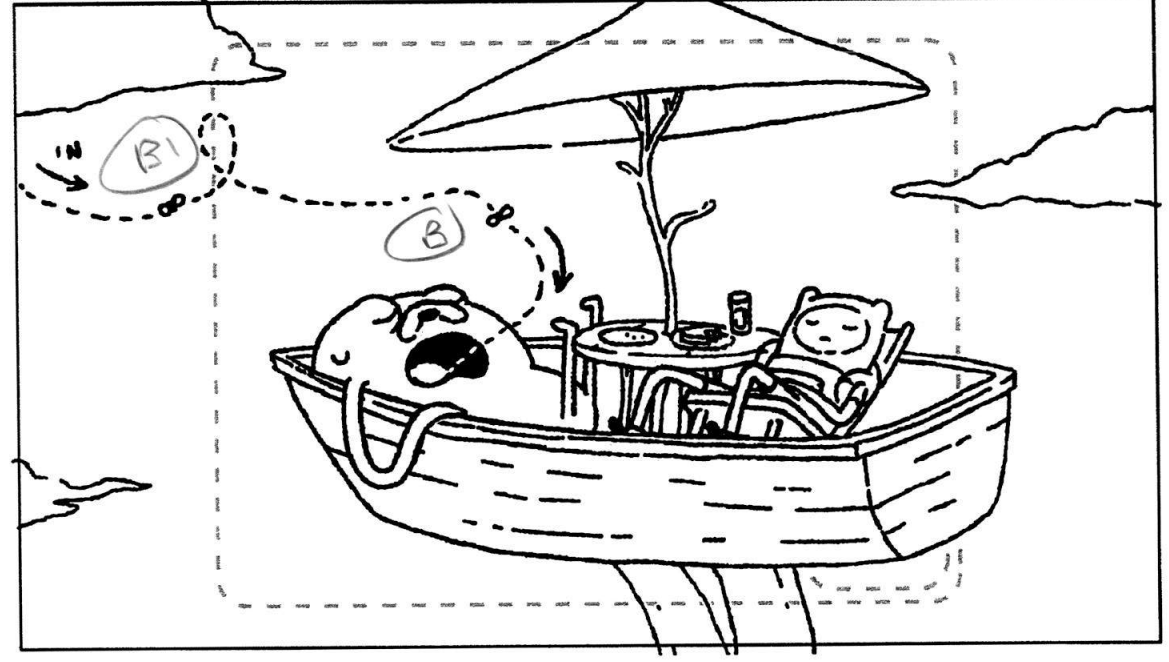


Sc. 01 CONT

Pnl. B

Bg.

day night



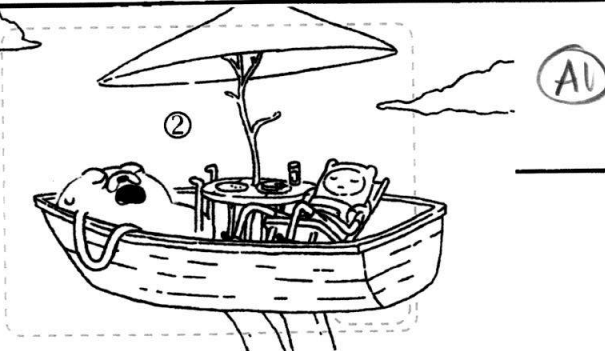
Dialog:

F & J / (SNORING)

Action:

- FLY FLIES INTO JAKES MOUTH.

Timing:



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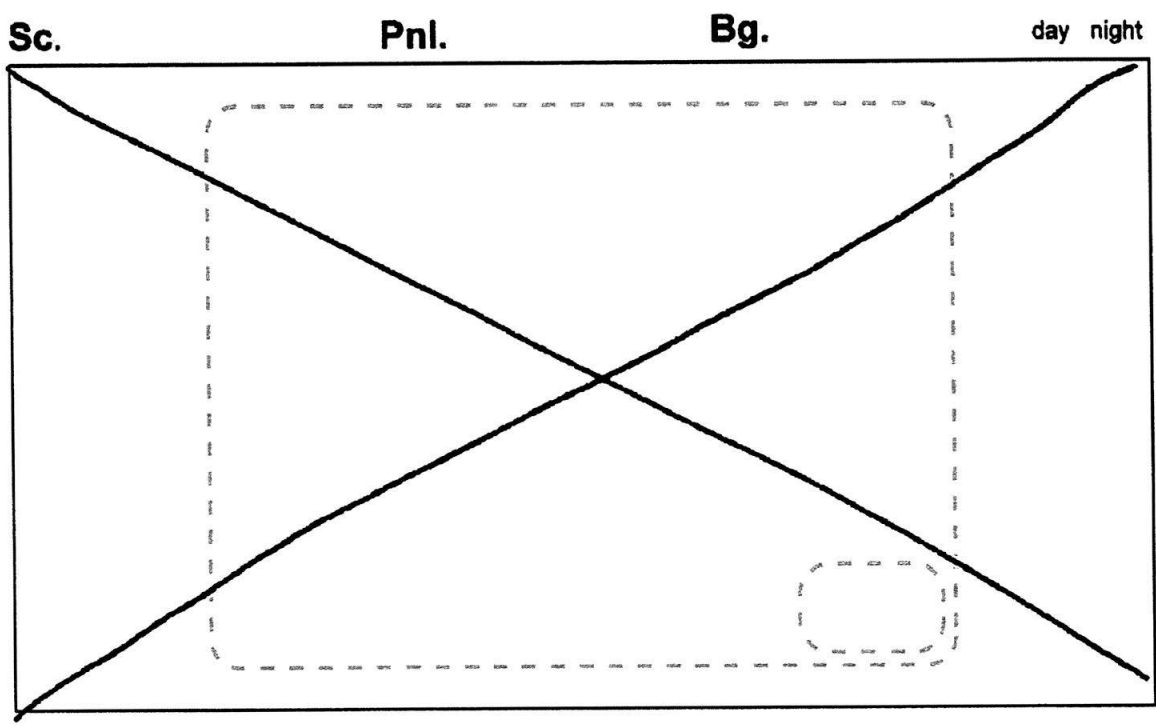
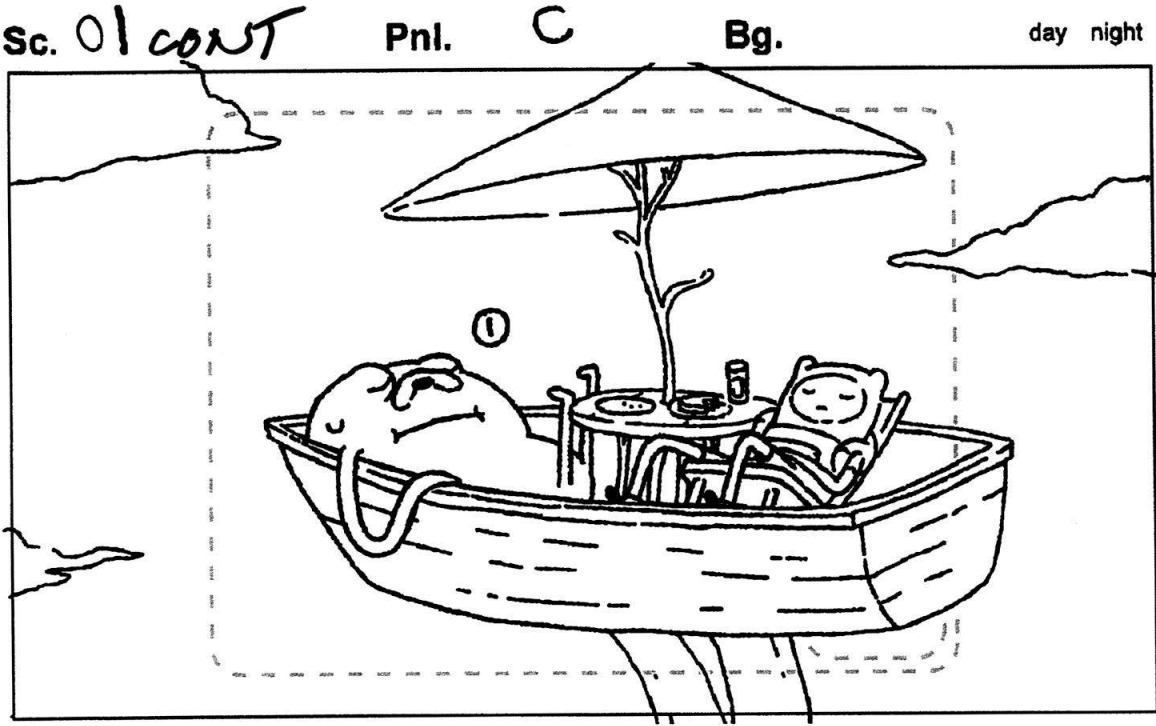
EPISODE # 1025/171

Production :

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ADVENTURE TIME



Dialog:

SFX: * LIP SMACKING *

Action:  JAKE SMACKS HIS Lips a FEW TIMES ①② ①② ①②

Timing: ①

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1025 - 171

EPISODE #

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Production :

SL / CONT

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7

73 3

Page

• day night

arms down

Chapter Further

Back

moves
FWD

stick
4
napter
up w/
stick

1025/171

BMO :

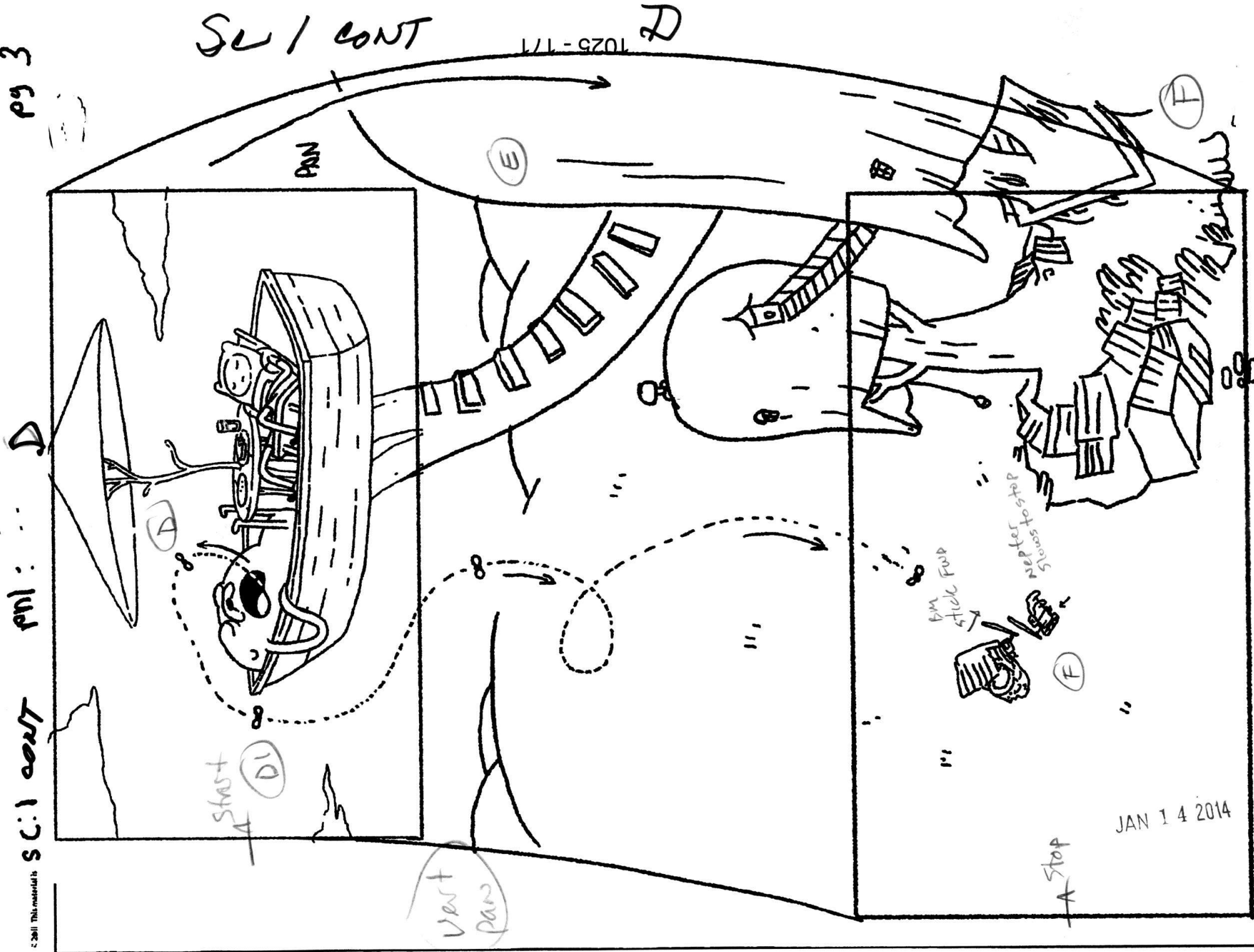
TASTE
MY RIGHTEOUS BLADE.

- FLY SPIRALS DOWNWARD
- PAN W/ FLY

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Ho cut

ADVENTURE TIME



2 cont

B

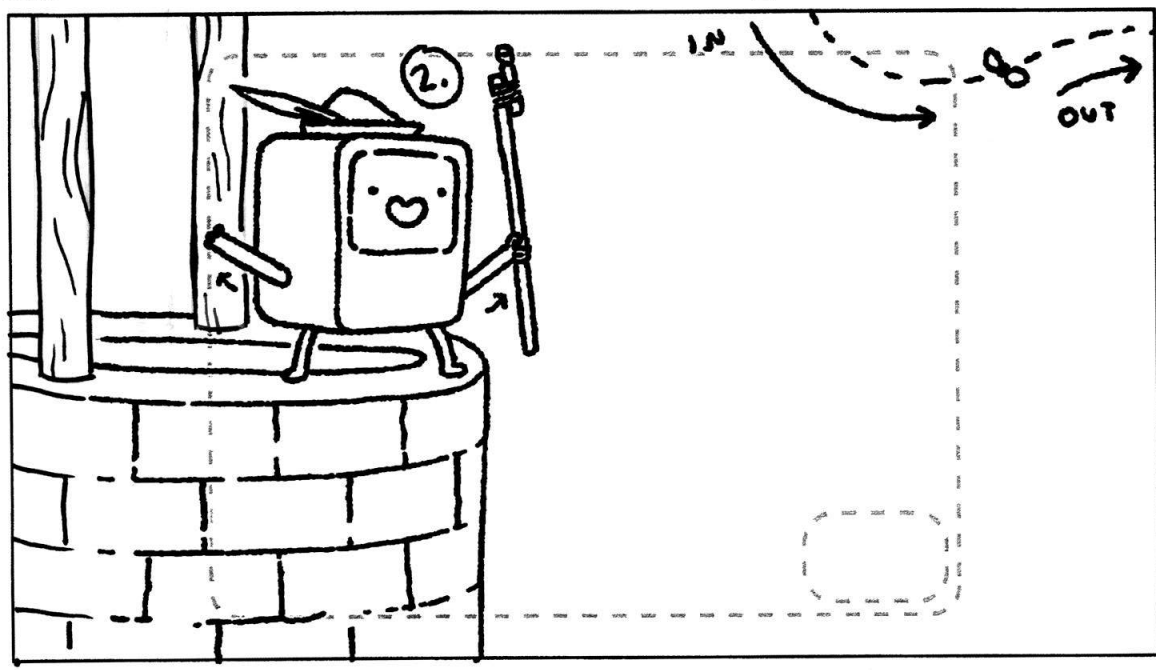
pg 4

Sc. 2

Pnl. A

Bg.

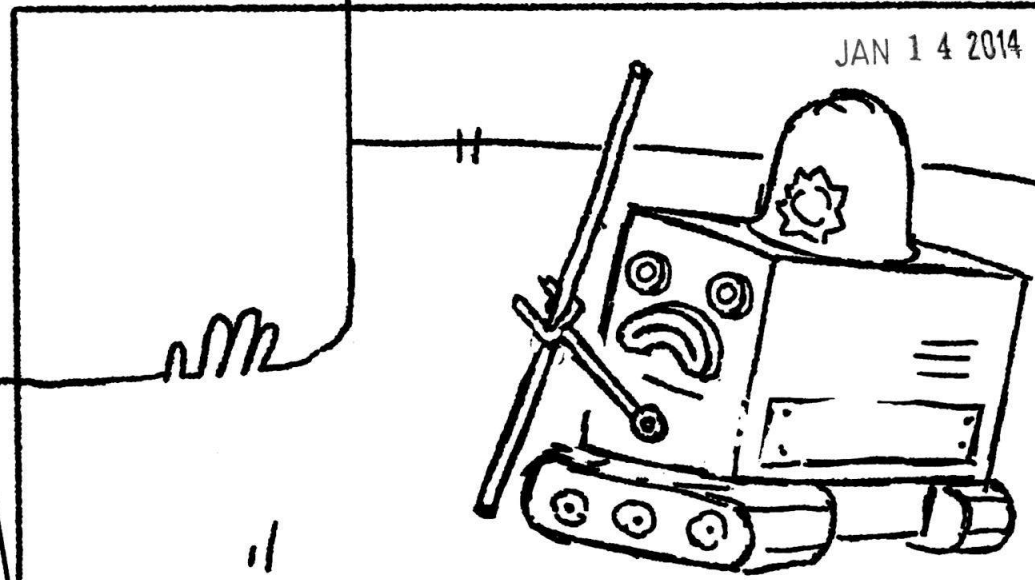
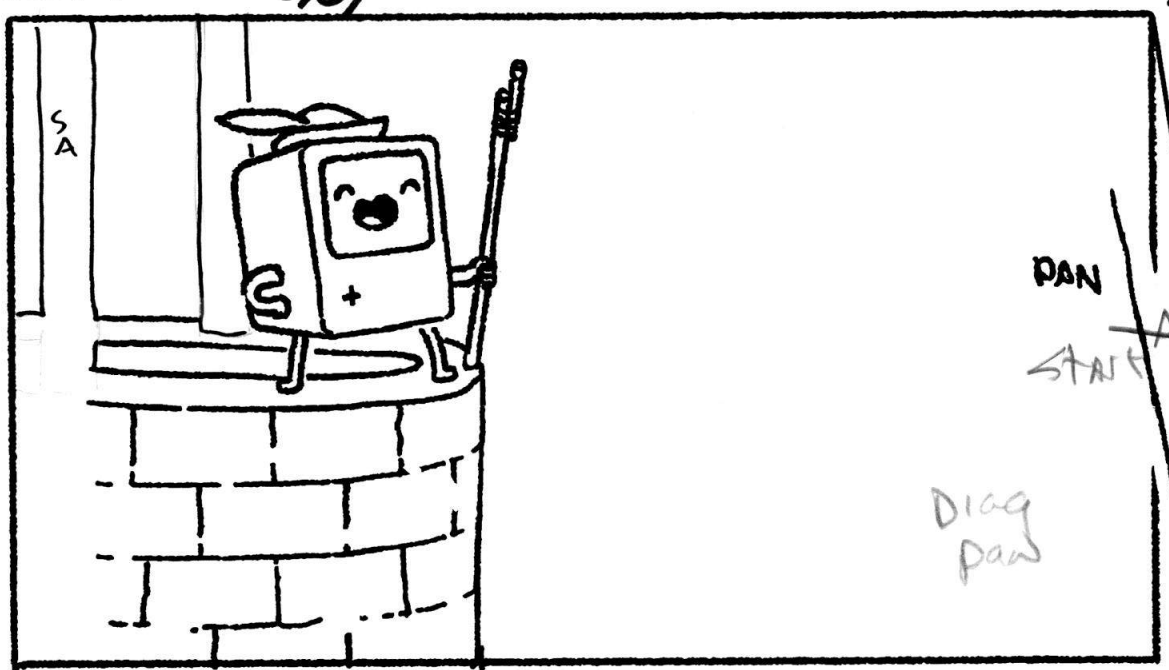
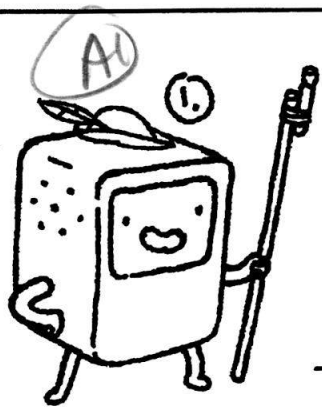
day night



Dialog: ...BECAUSE
BMO/ I'M ROBBING HOOD. GIVE ME ALL YOUR
FUNNY MONEYS SHERIFF OF NAUTY-HAMS!

Action:

Timing:



BMO/ HO, HO, HO!

1025/171 (STOP)

(START)

(STOP)

1025/171

1025-171

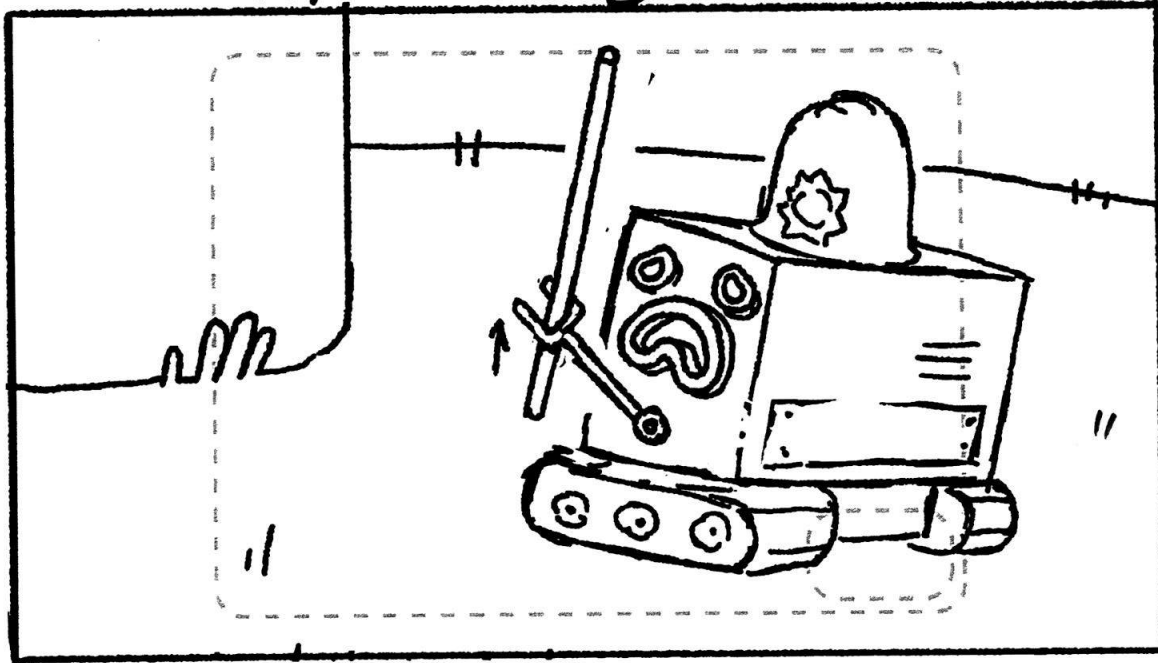
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ADVENTURE TIME

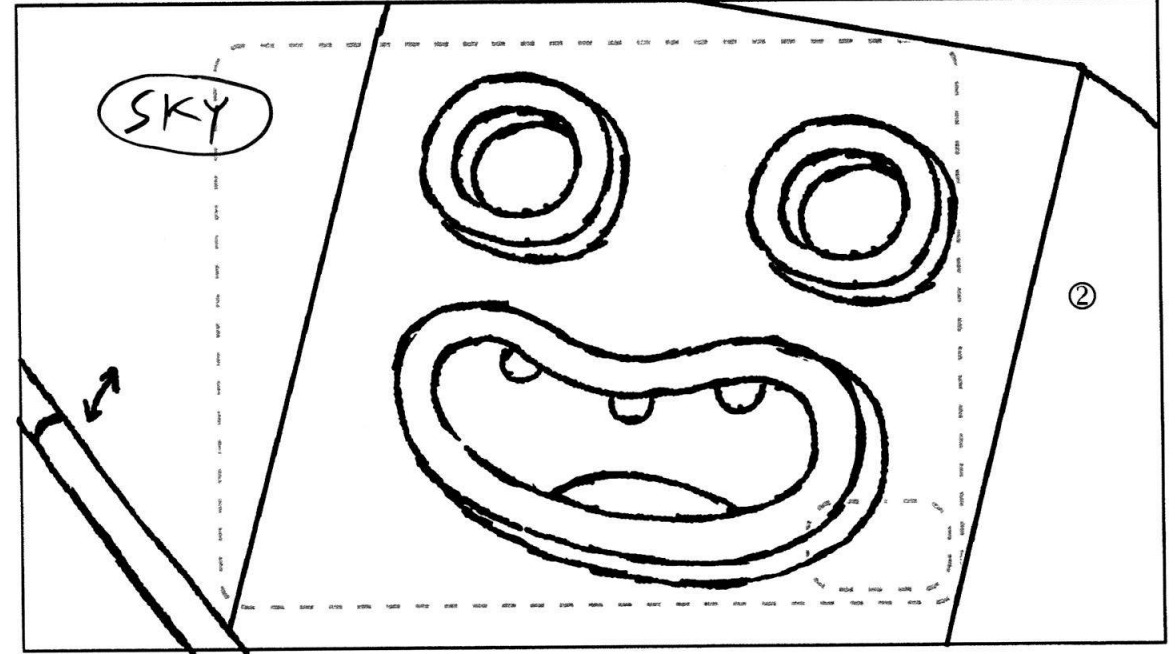


Page 5

Sc. 2 CONT Pnl. D Bg. day night



Sc. 3 Pnl. A Bg. day night



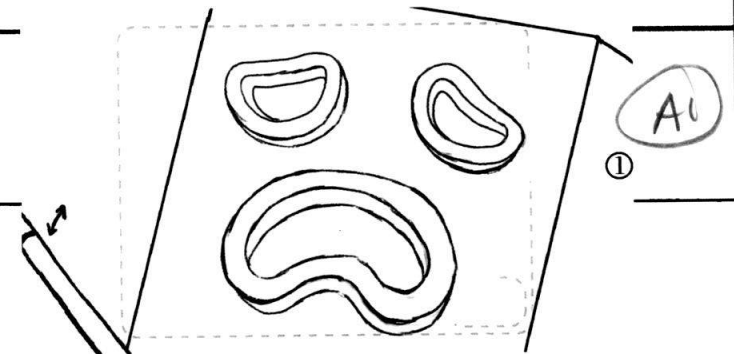
Dialog:
N/ BUT BMO, I DON'T WANT TO BE THE BAD GUY.

N/ I WANT TO BE ROBBING HOOD'S PAL FRIER TUX.

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Action:

Timing:



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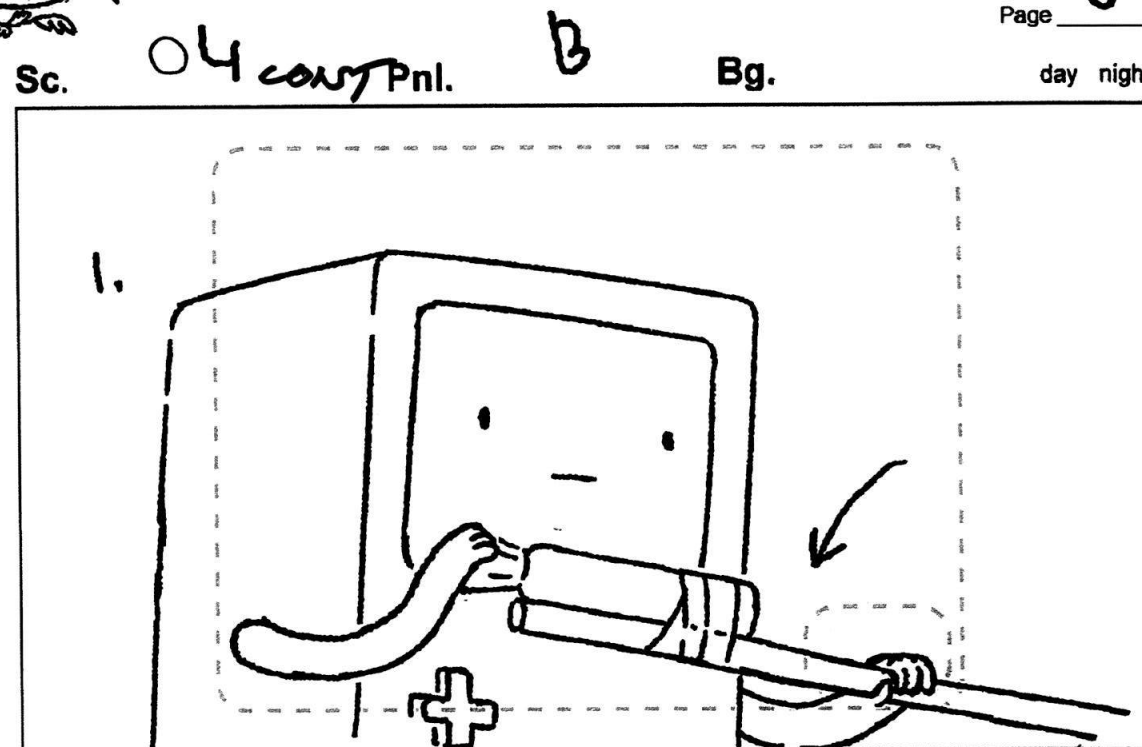
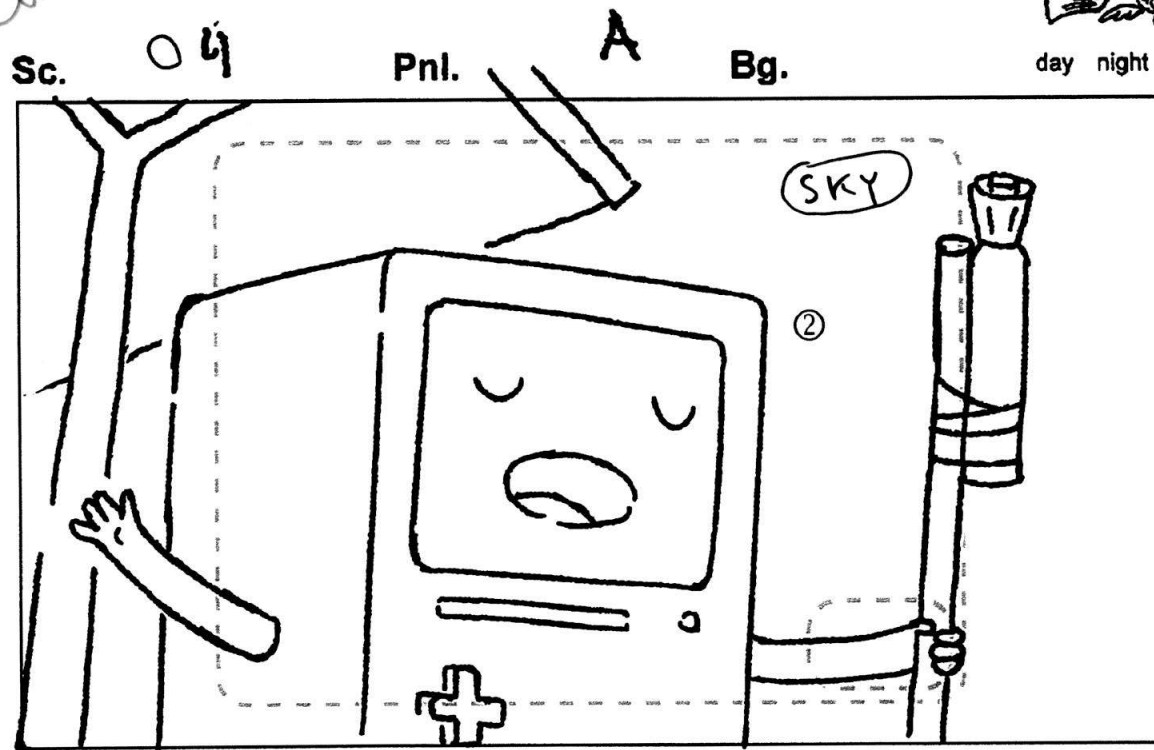
Production :

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ADVENTURE TIME



Page **6**

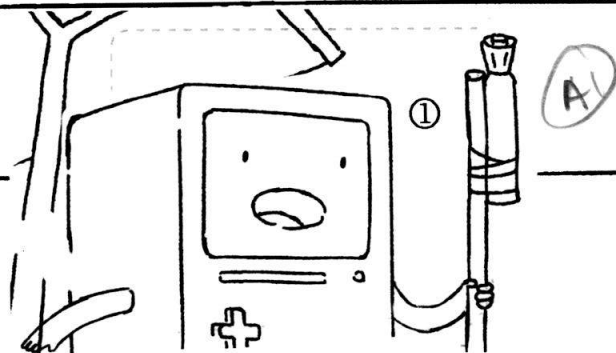


Dialog:

B/ NO, NEPTR...

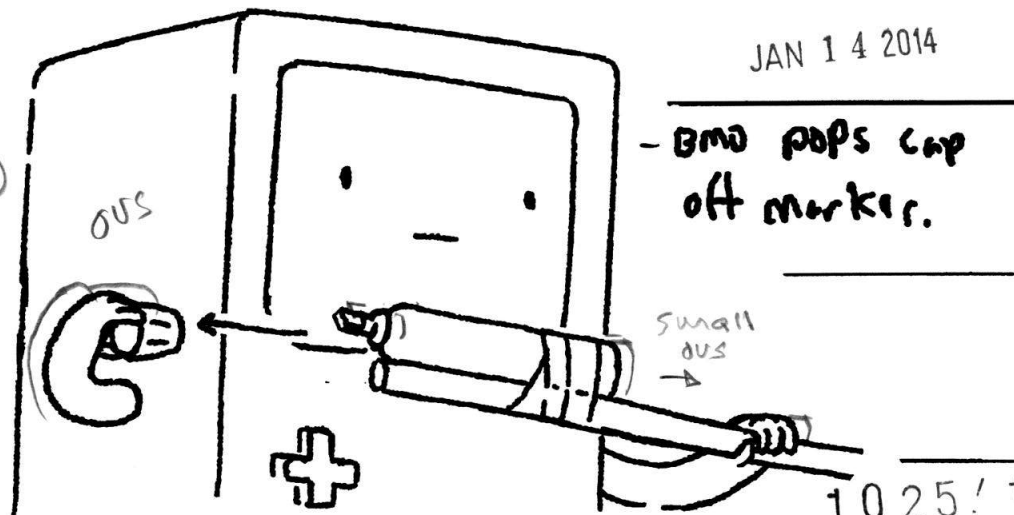
Action:

Timing:



2.

(B)



Sfx: * POP *

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- BMO pops cap off marker.

Small
OVS
→

HV
Cut

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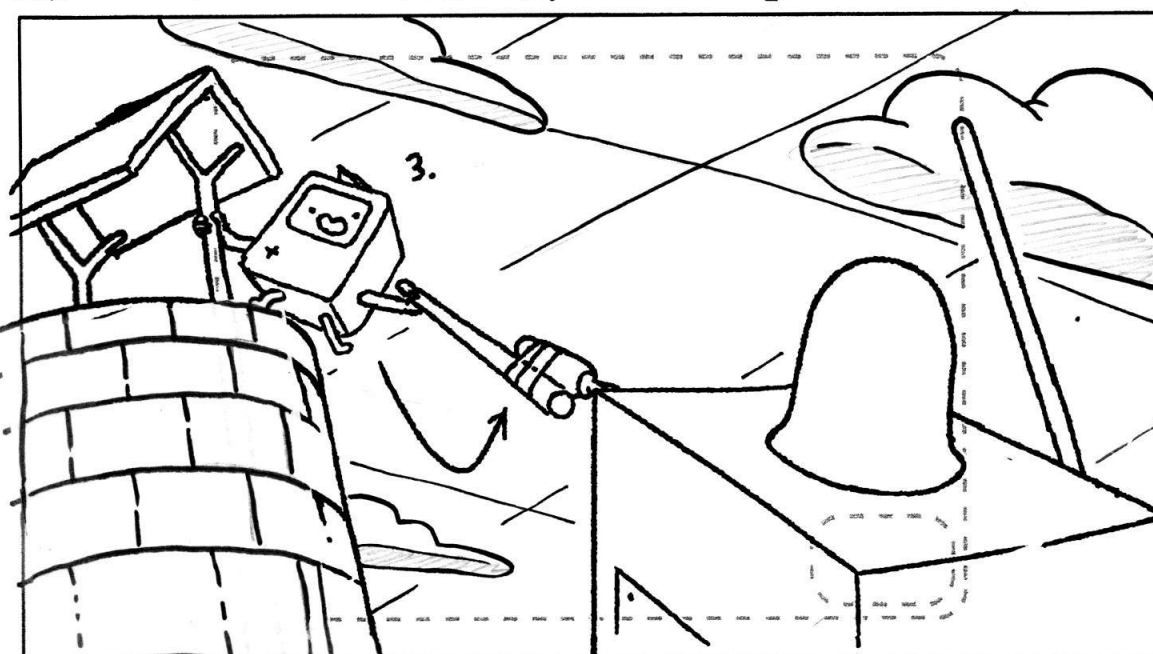
1025/171

Ho
Cut

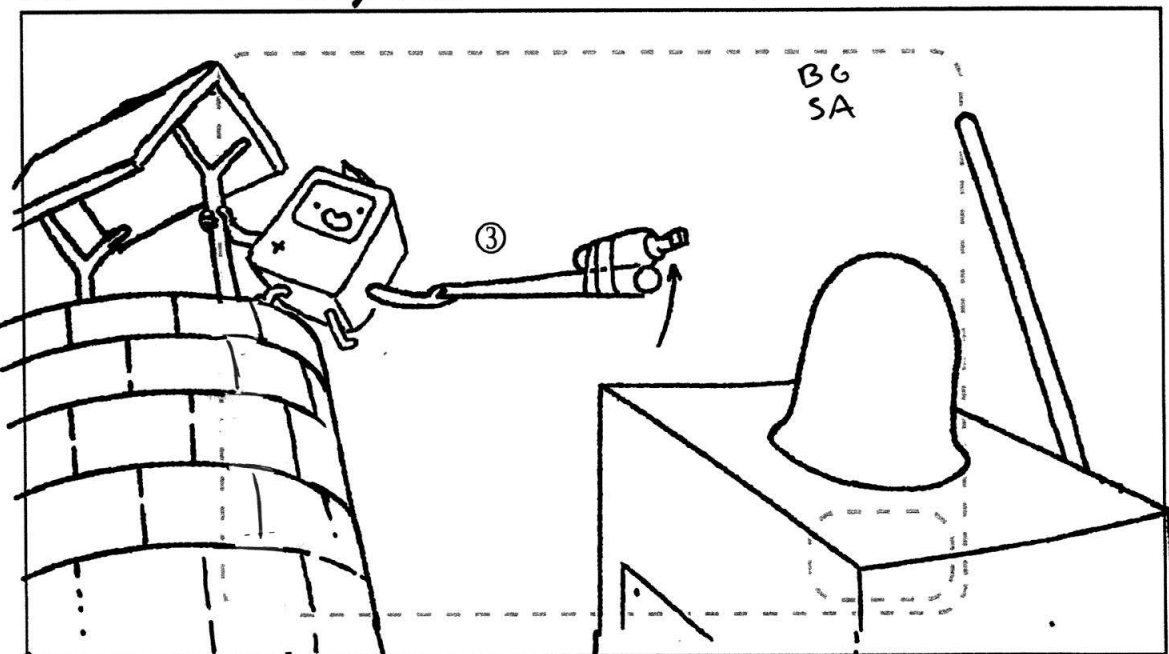
ADVENTURE TIME



Sc. S Pnl. A Bg. day night



Sc. S cont Pnl. B Bg. day night

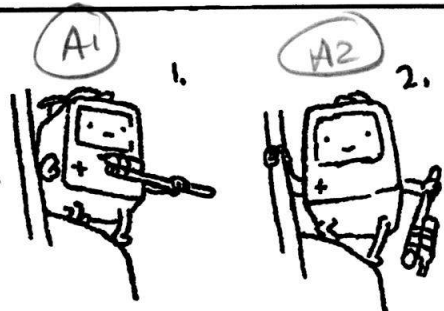


Dialog:

BMO/ HA HA!

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Action:



- BMO DRAWS
ON NEPR'S FACE
WITH MARKER

Timing:



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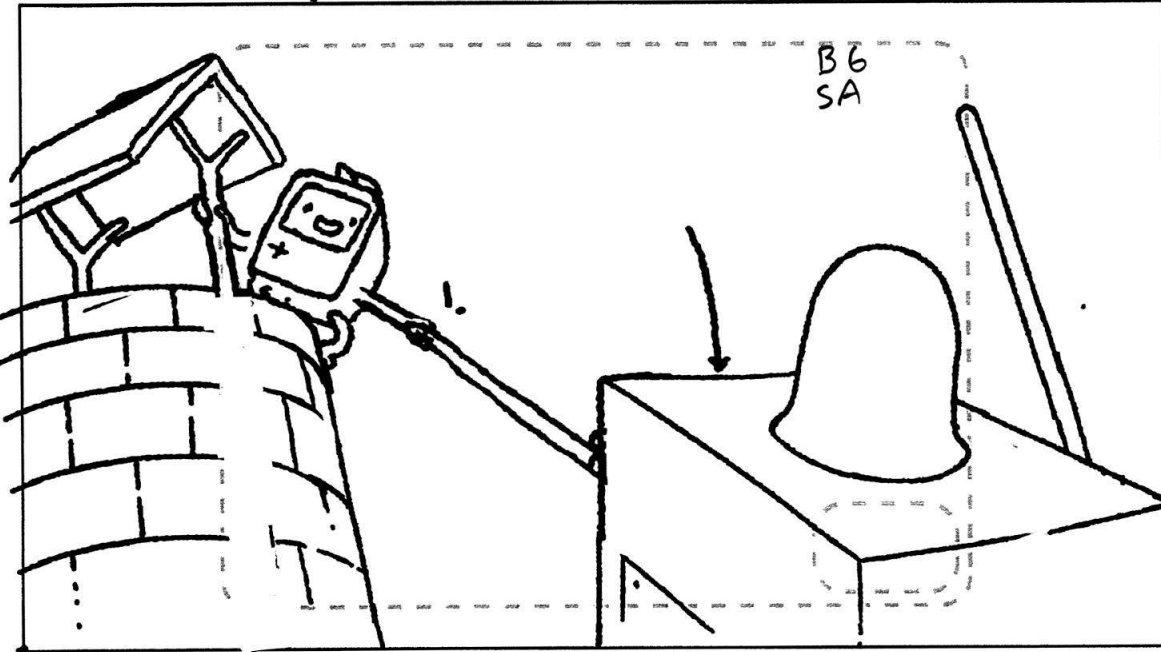
1025/171

ADVENTURE TIME

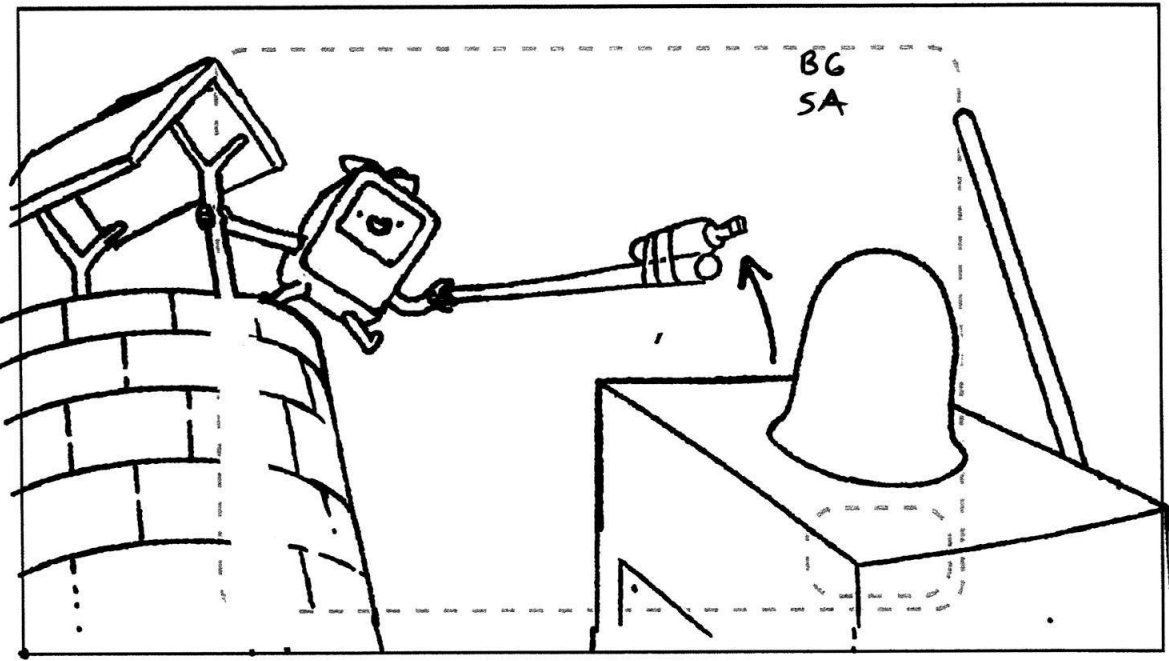


Page 8

Sc. S CONT Pnl. C Bg. day night



Sc. S CONT Pnl. D Bg. day night



Hu Cut

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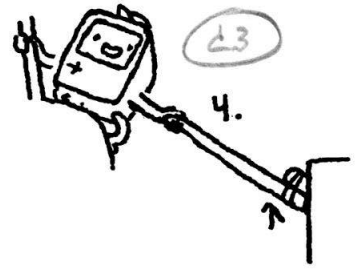
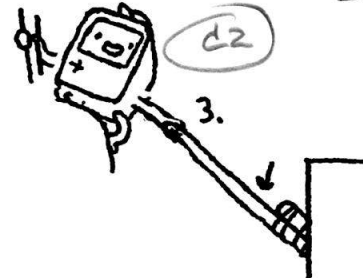
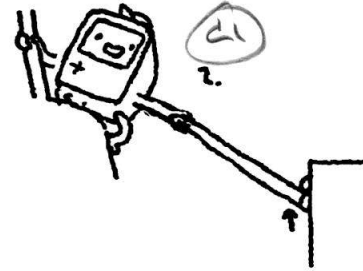
1025/171

Production :

Dialog:

Action:

Timing:



SFX: * RRR-RRR-RRR-RR! *

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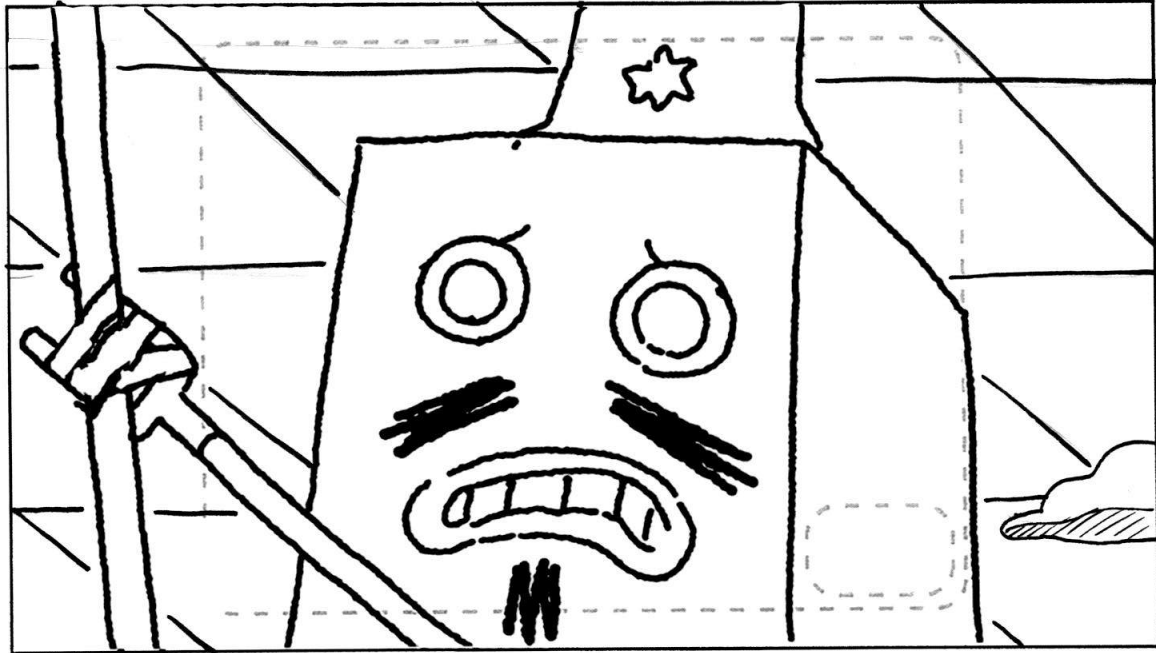
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Hu
Cut

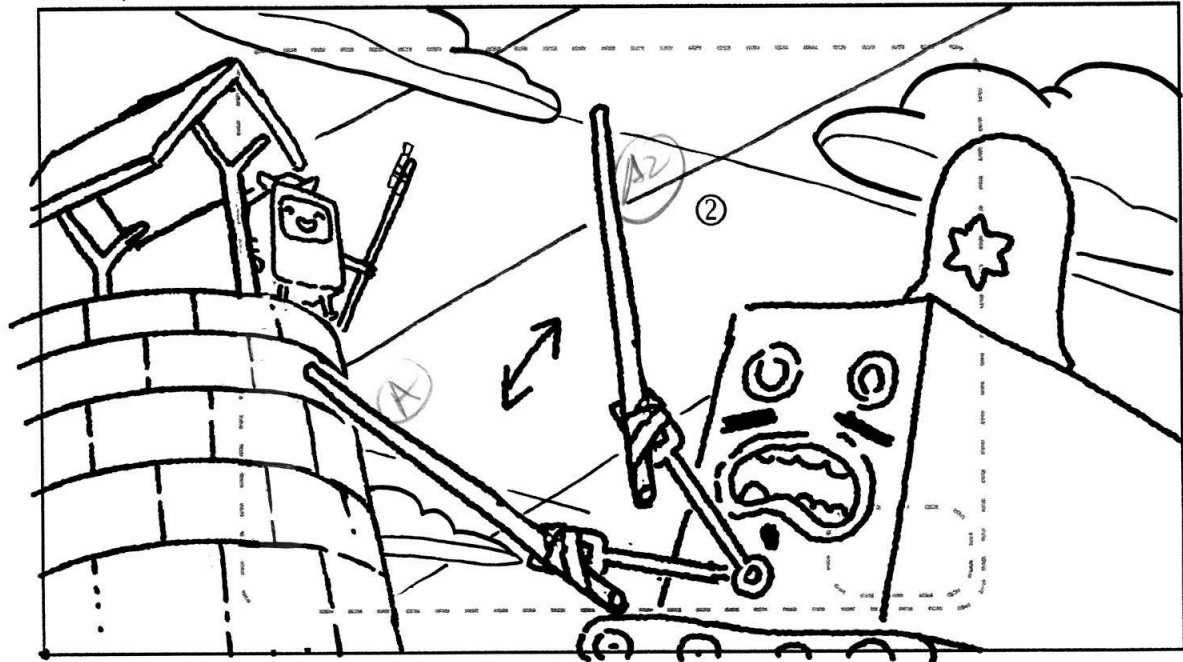
ADVENTURE TIME



Sc. 06 Pnl. A Bg. day night



Sc. 07 Pnl. A Bg. day night



Hu
Cut

Dialog:
B/FRIER TUX WOULD NEVER
HAVE A MUSTACHE LIKE THAT.
N/ BMO!
B/HO HO HO HO
JAN 1 4 2014
Action:
- Nopter shakes stick at BMO
Timing:

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Production :

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ADVENTURE TIME



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Sc. 08

Pnl. A

Bg.

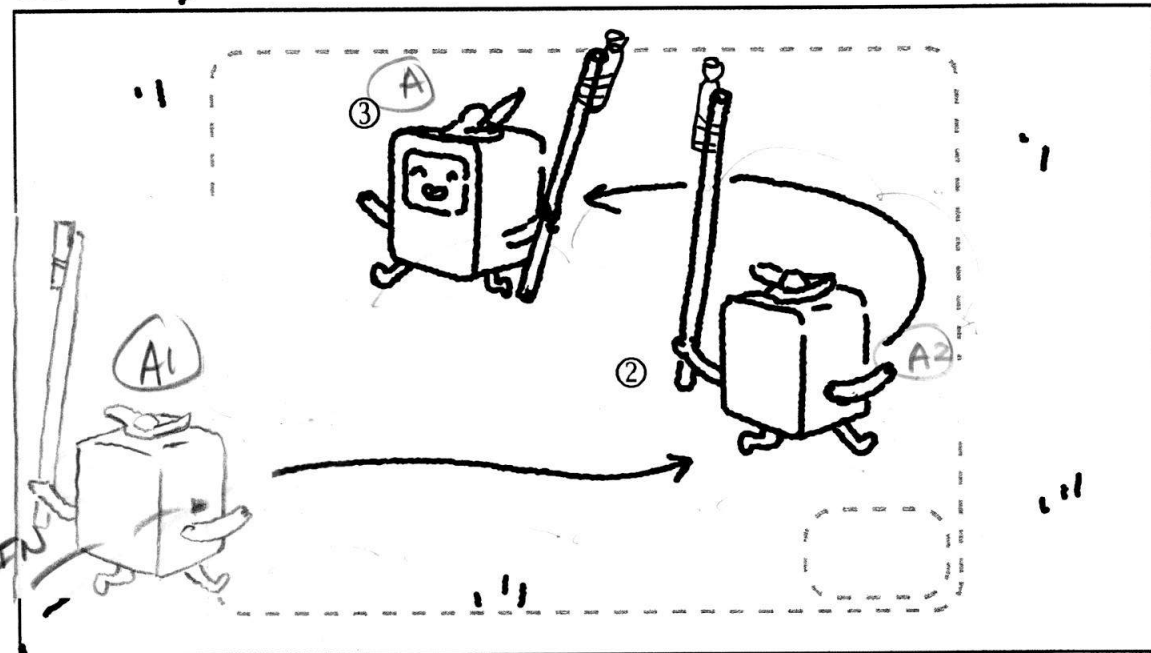
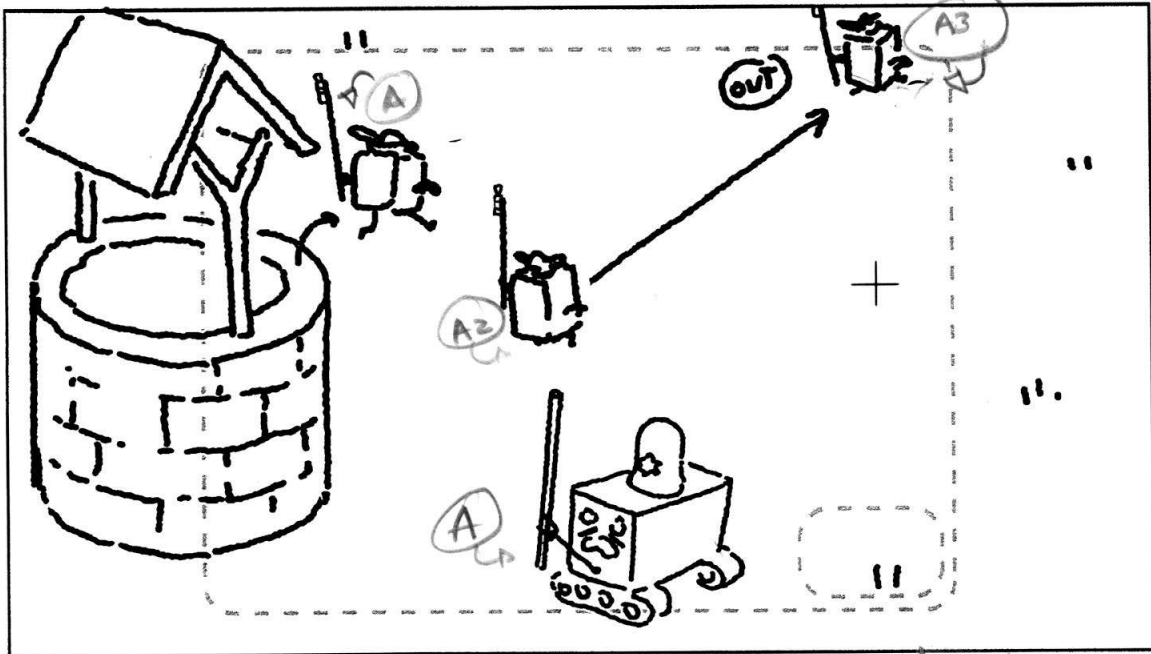
day night

Sc. 09

Pnl. A

Bg.

day night

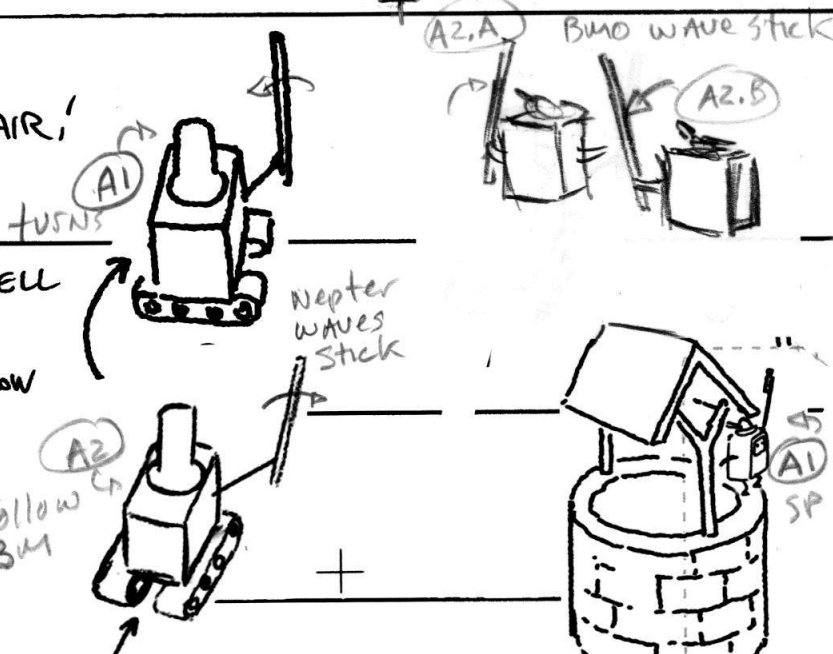


Dialog:

NEPTR: NO FAIR!

Action:

- BMO HOPS OFF WELL AND RUNS OFF/S
- NEPTR TURNS TO FOLLOW



BMO/[GIGGLING]

BMO RUNS IN CIRCLE

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BMO IS SHAKING STICK BACK N' FORTH AS HE RUNS.

Cycle A1 A2.A

1025.171

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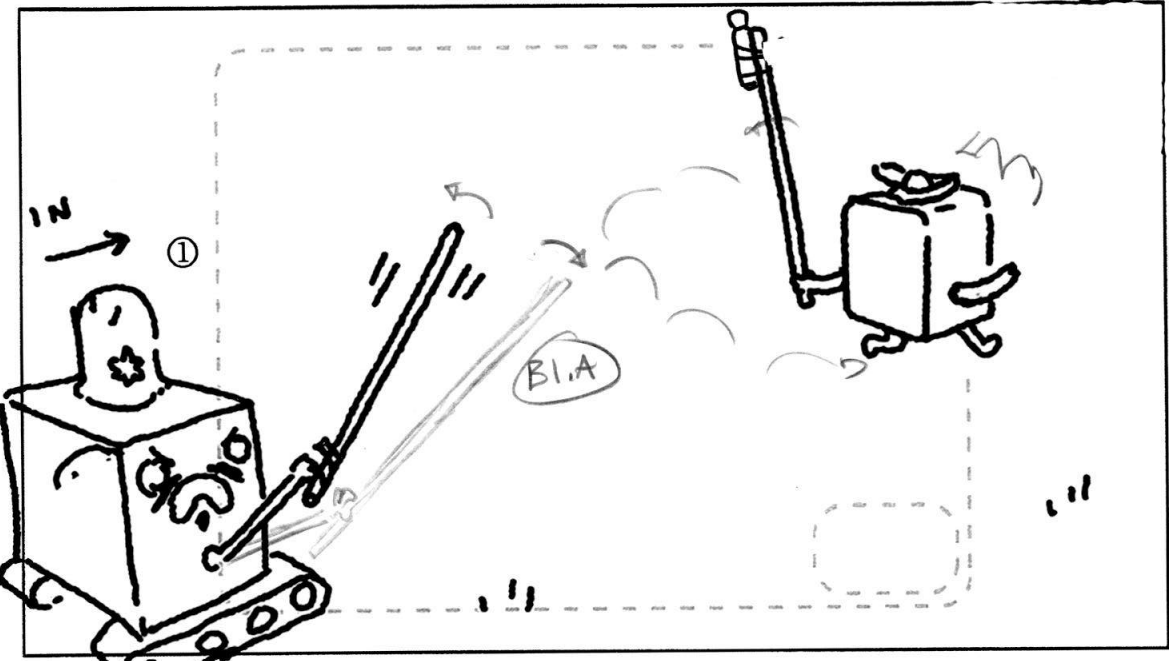
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ADVENTURE TIME

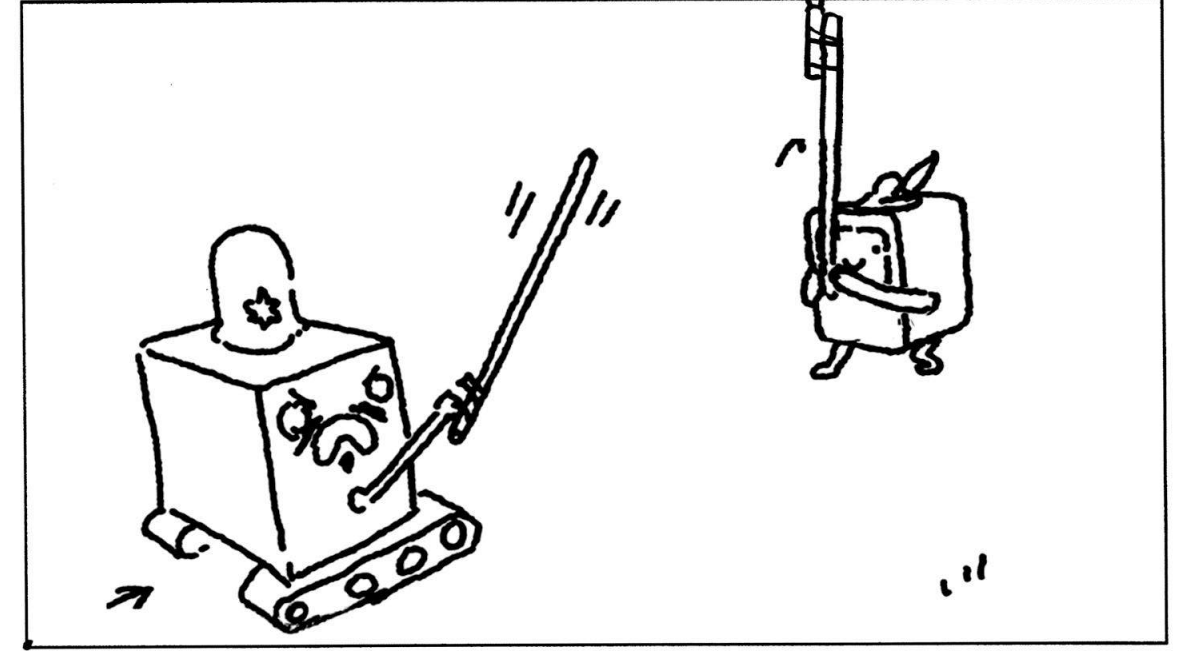


Page 11

Sc. 09 cont Pnl. B Bg. day night




Sc. 09 cont Pnl. C Bg. day night



Dialog: Bm cont Run in circle
N/ EN GARDE!
Bm turns to stop
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Action: -NEPTR ROLLS ON/S BRANDISHING STICK

Timing: 

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Production :

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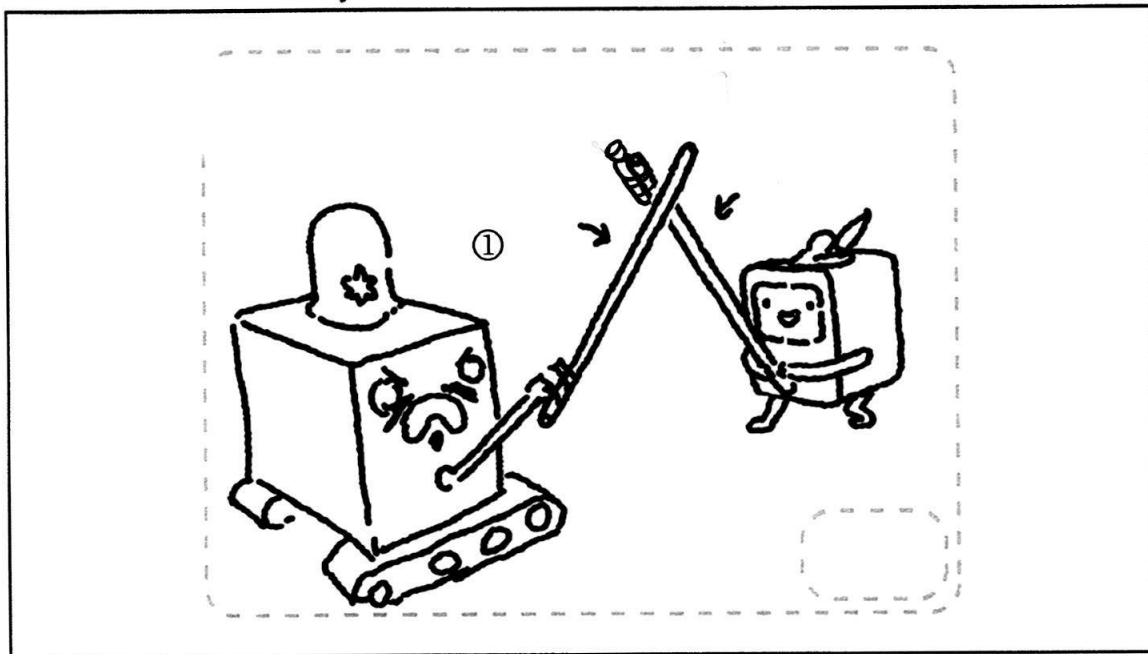
ADVENTURE TIME



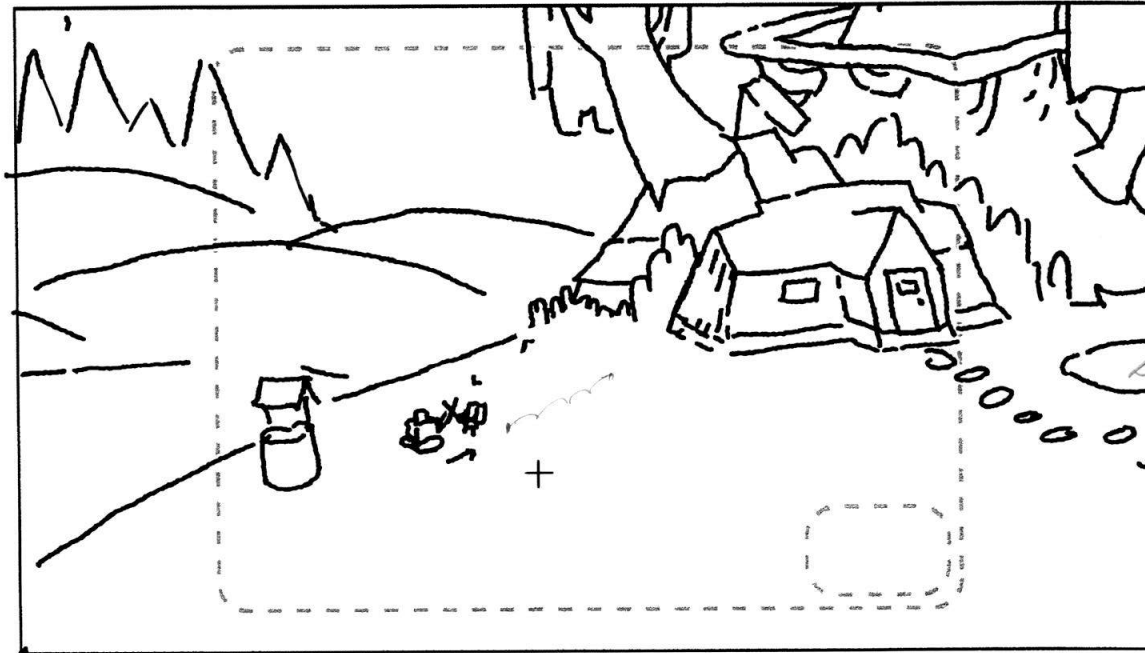
110
cut
10

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Sc. 09 cont Pnl. D Bg. day night



Sc. 10 Pnl. A Bg. day night



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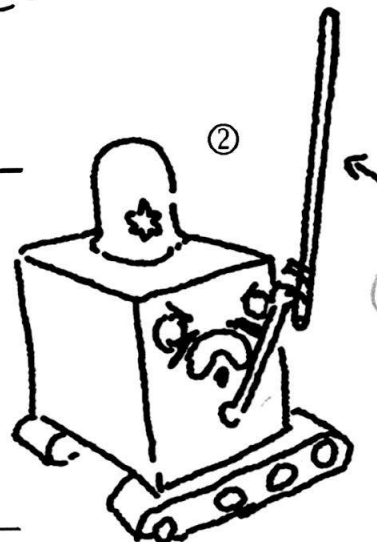
1025/171

Rippling
Cycle

Dialog: BMO: ON BLITZEN!

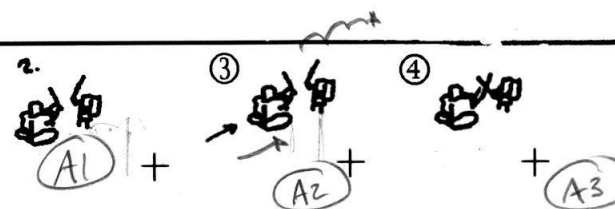
Action:

Timing:



SFX: *CLACK*

SFX: * CLACK - CLACK-CLACK *



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Bm Backsteps w/ Neptar move FWD
Both sword fight w/ action

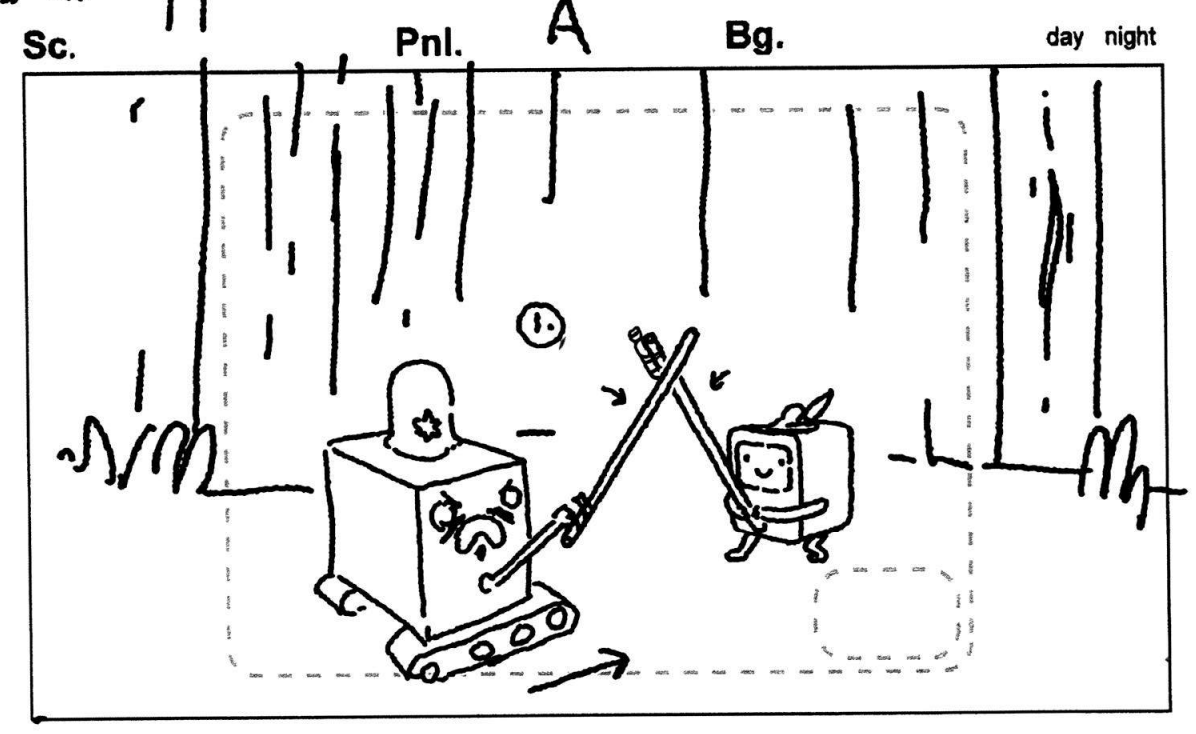
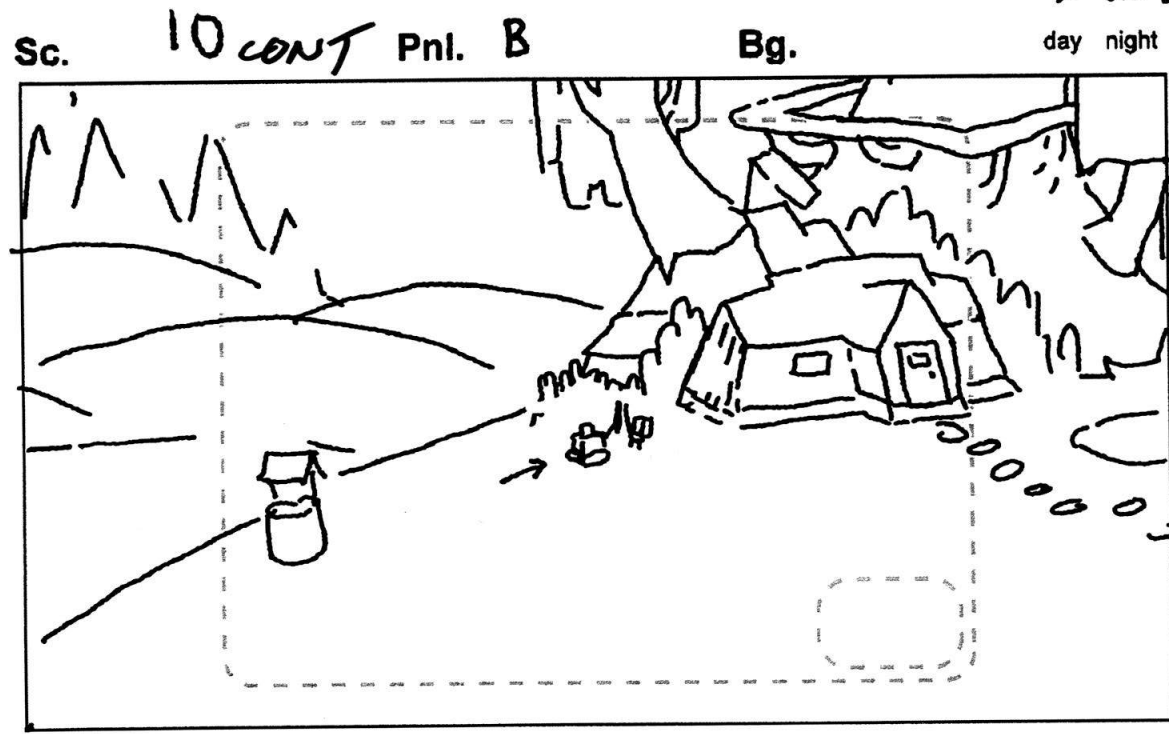
Production :

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ADVENTURE TIME



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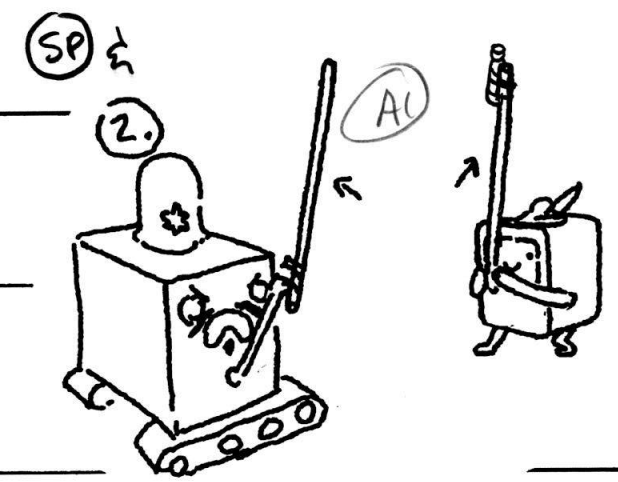


Dialog:

BMO + NEPTR : [FIGHTING WALLA]

Action:

Timing:



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Production :

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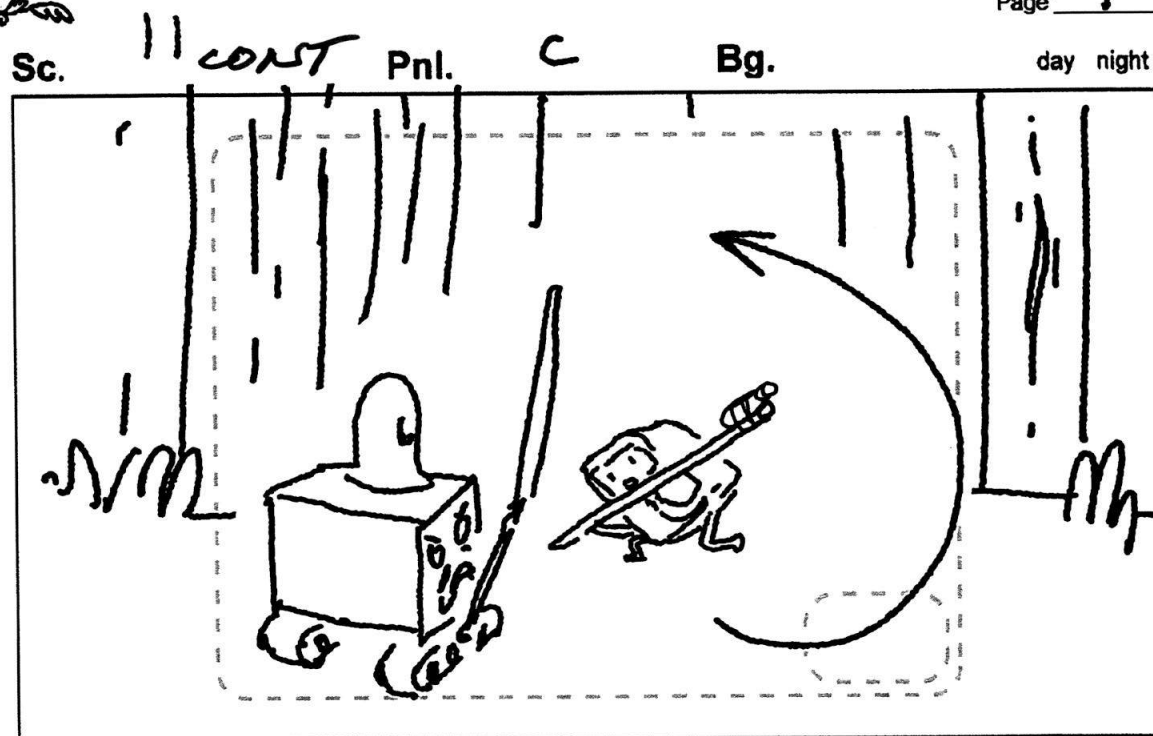
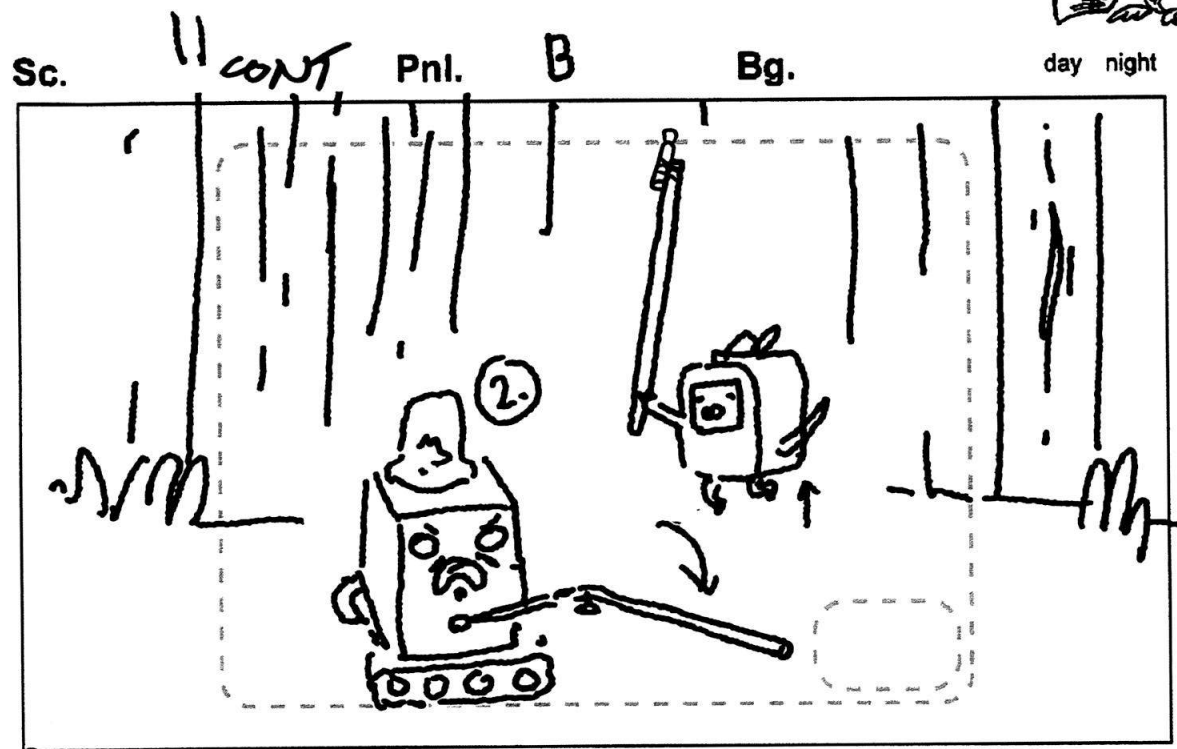
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ADVENTURE TIME



Page 14 *HU*
CT



Dialog:

BMO: YOU'RE TERRIBLE!

BMO: WHOA!

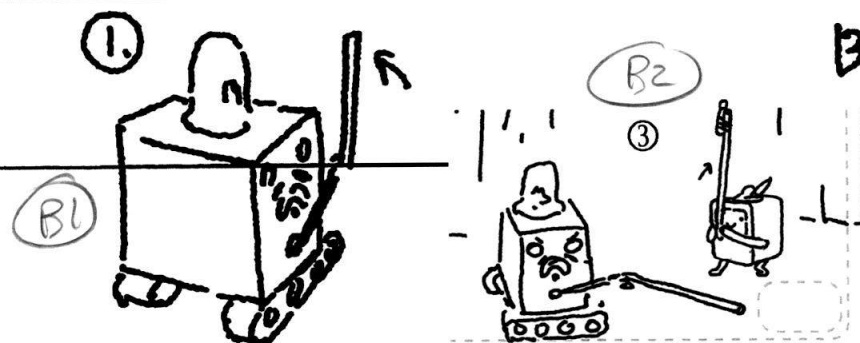
Action:

- BMO Jumps over
STICK

BMO DUCKS.

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Timing:



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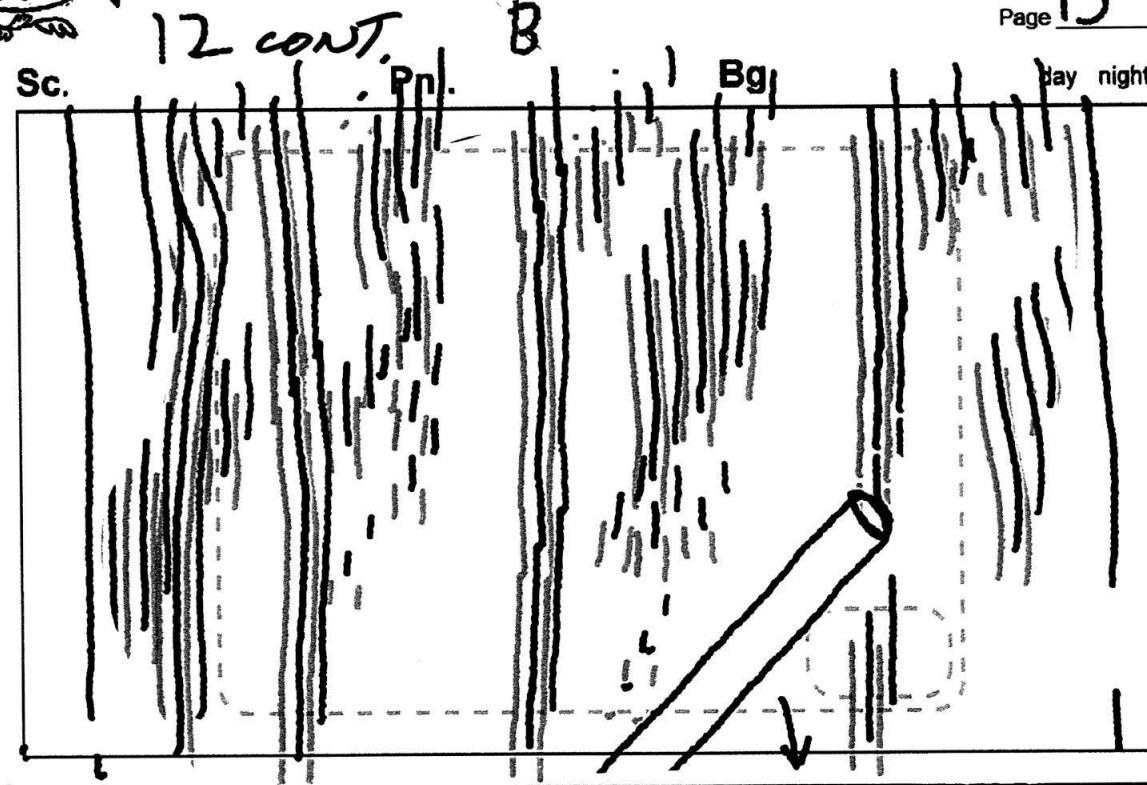
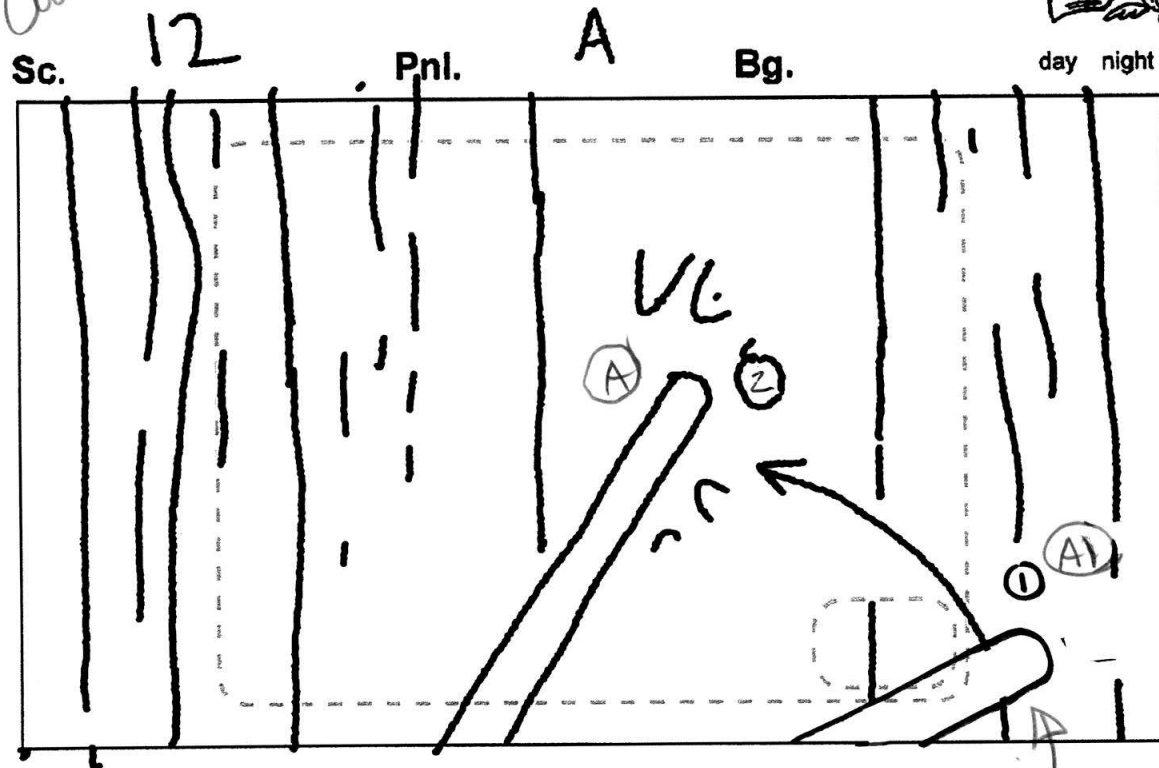
Production :

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ADVENTURE TIME



Page 15



Dialog:

SFX/ BOP

SFX: *RUMBLING*

Action:

STICK hits TREE HOUSE WALL.

TREE HOUSE WALL STARTS TO Wobble.

Timing:

to stop & Hold

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EPISODE #

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Production :

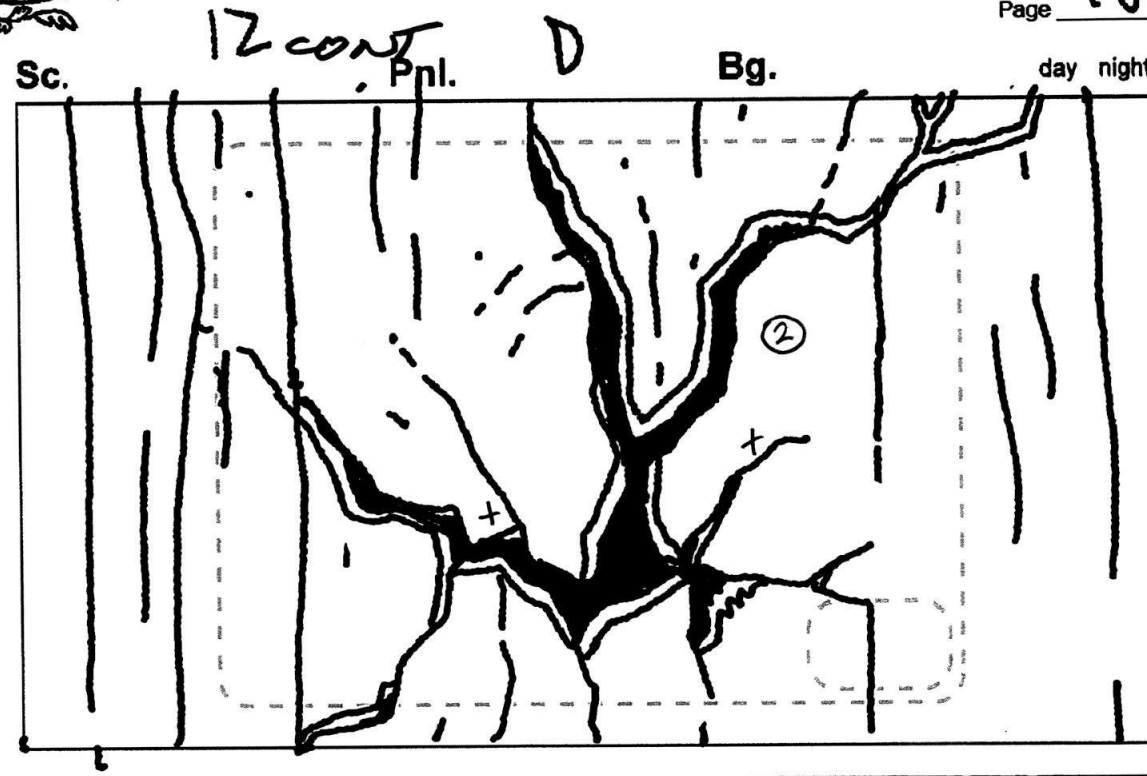
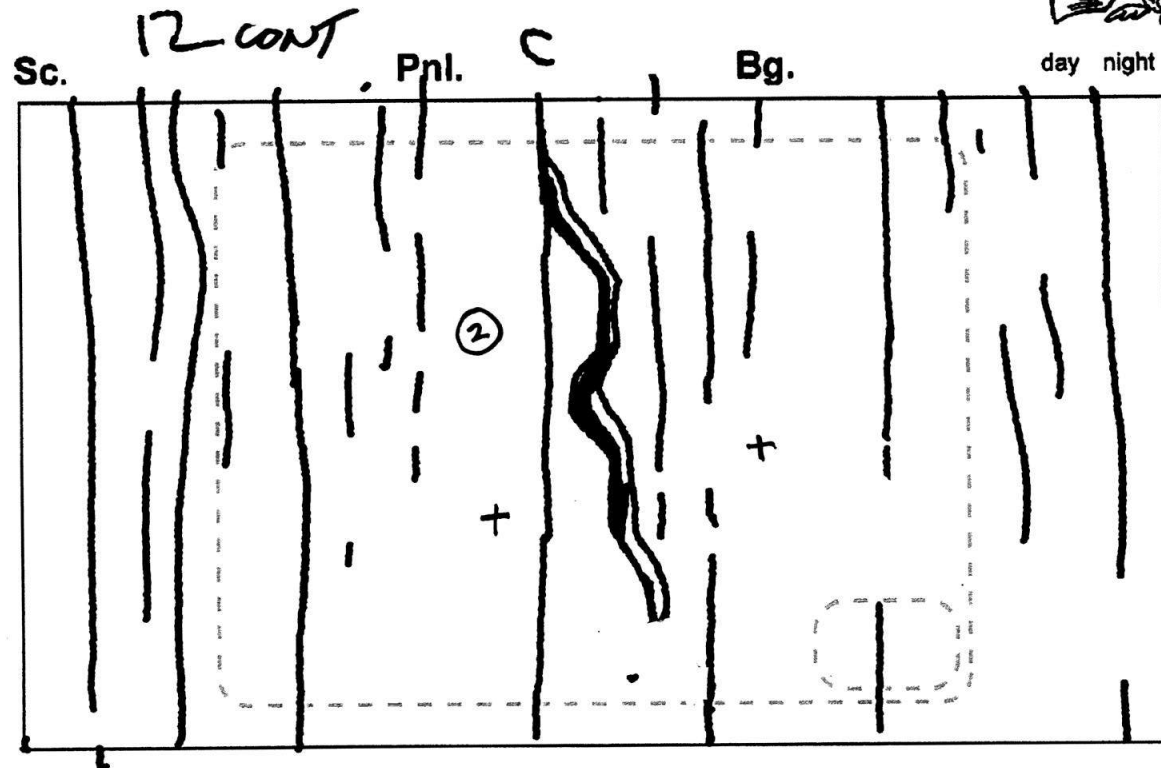
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ADVENTURE TIME



Page 16

HW
cut



Dialog:

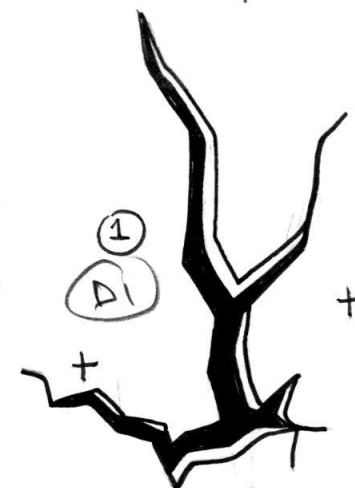
Action:

Timing:

CRACK APPEARS

CRACK GROWS LARGER

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40
Cut

ADVENTURE TIME



NO SC
14

Sc. 13 Pnl. A Bg. day night

Sc. 13 CONT Pnl. B Bg. day night

40
Cut

1025 - 171

EPISODE #

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Dialog:

Action: WALL BULGES OUT.

Timing:

SFX: * SKSHHH! *

GOLD ROCKETS out.

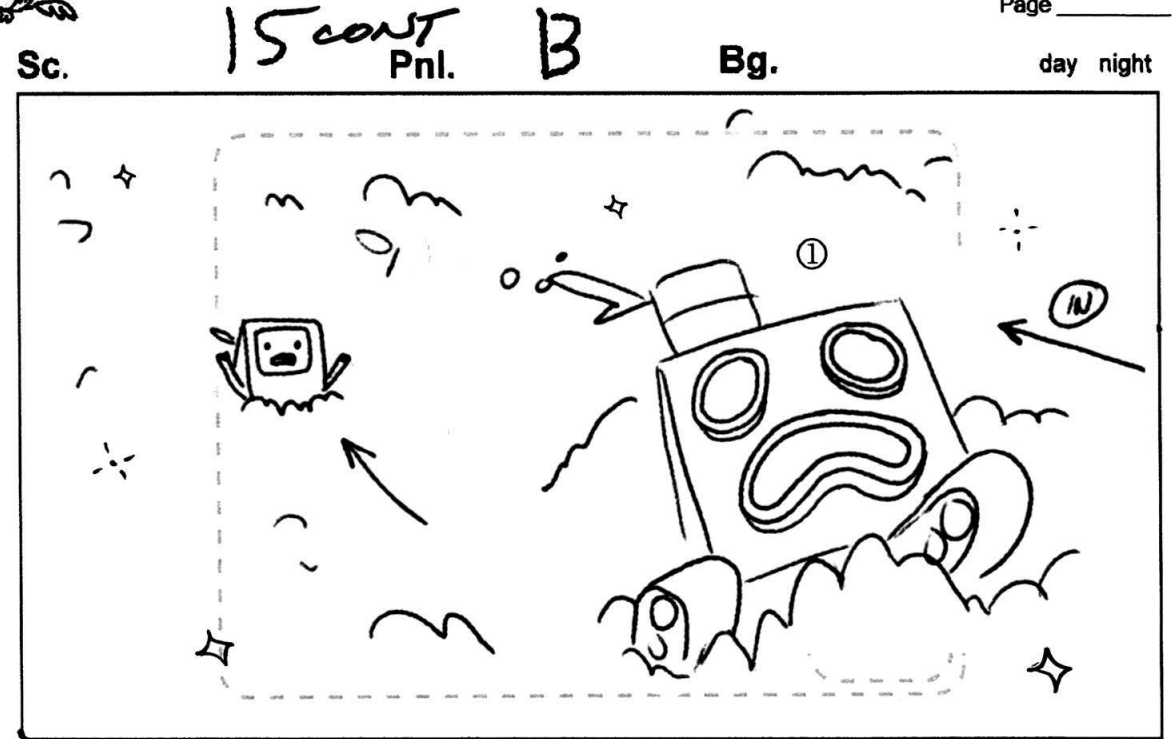
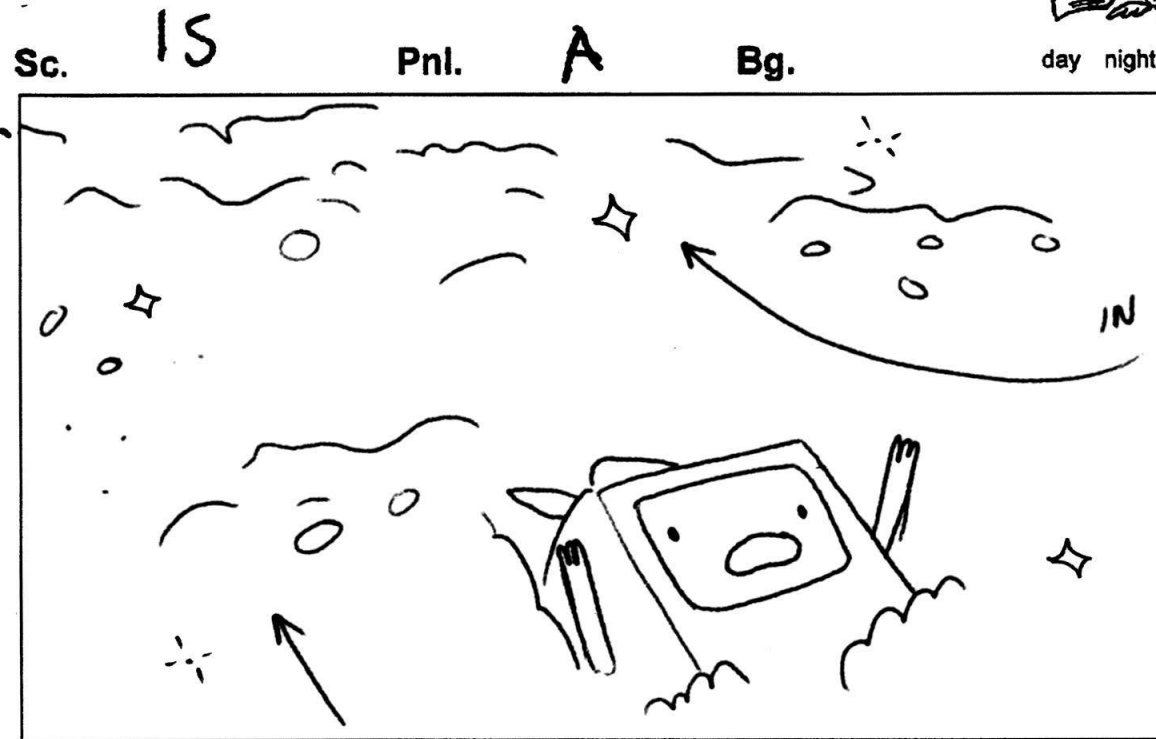
JAN 14 2014 (B1)

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1025/171

Hu
cut

ADVENTURE TIME



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Hu
cut

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Dialog:

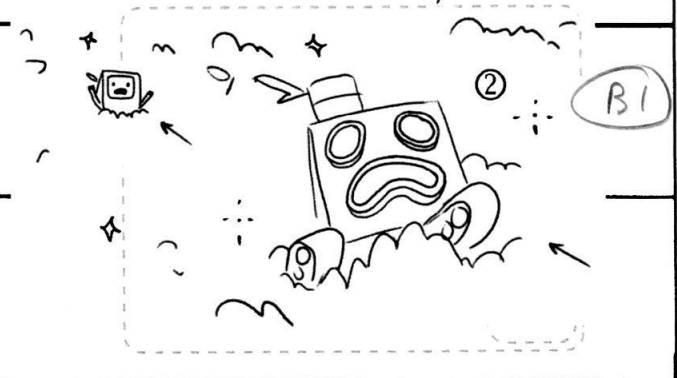
BMO: AAAH!

Action:

Timing:

NEPTR: AAH!

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HW
Cut

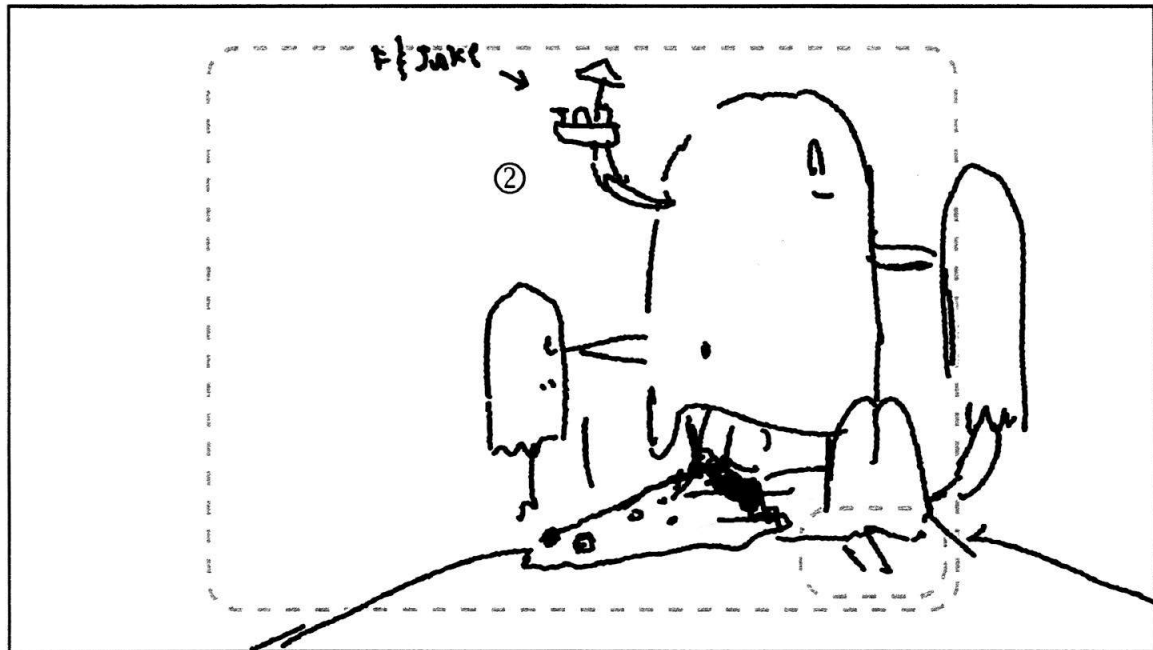
ADVENTURE TIME



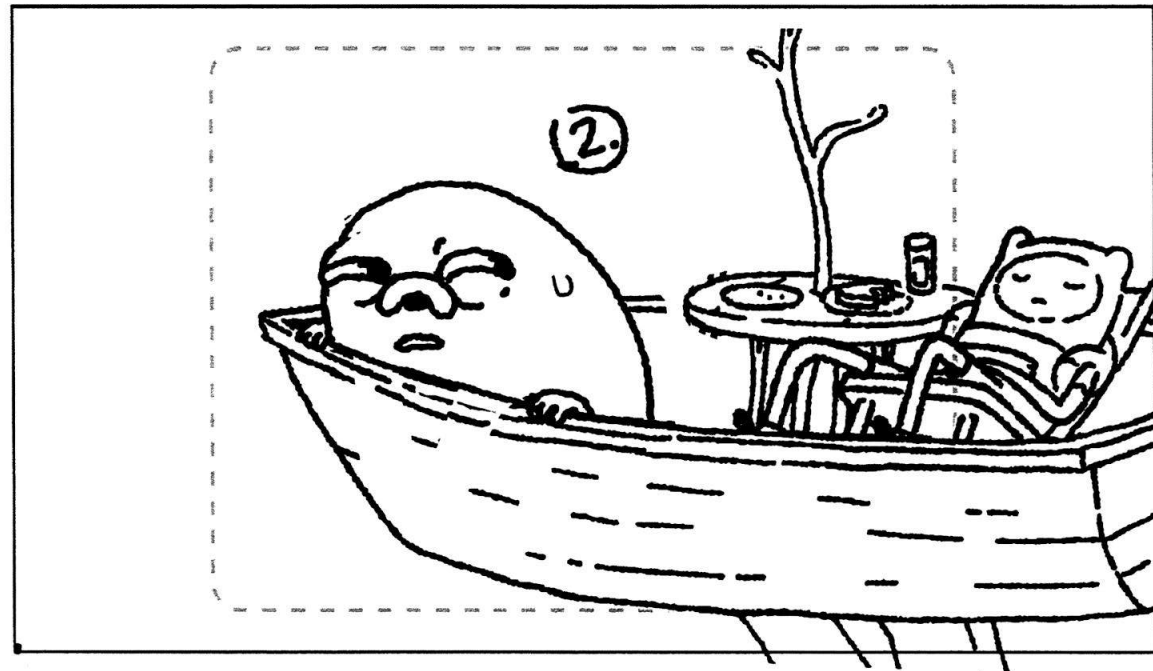
HW
Cut

Page 19

Sc. 16 Pnl. A Bg. day night



Sc. 17 Pnl. A Bg. day night



Dialog:

Action:

DETAIL:

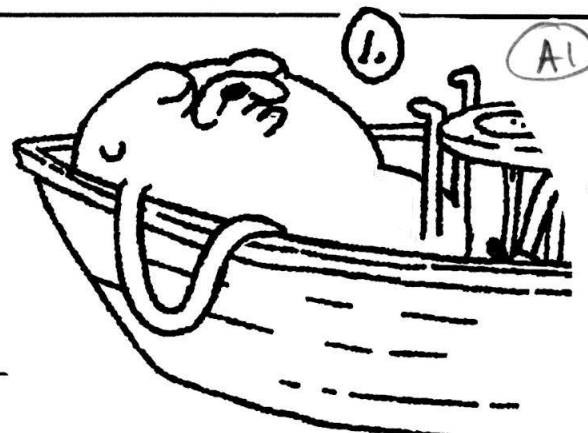


DETAIL:

Sc 17



J/WHA-



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Production :

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ADVENTURE TIME



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Sc.

17 CONT Pnl.

B

Bg.

day night

Sc.

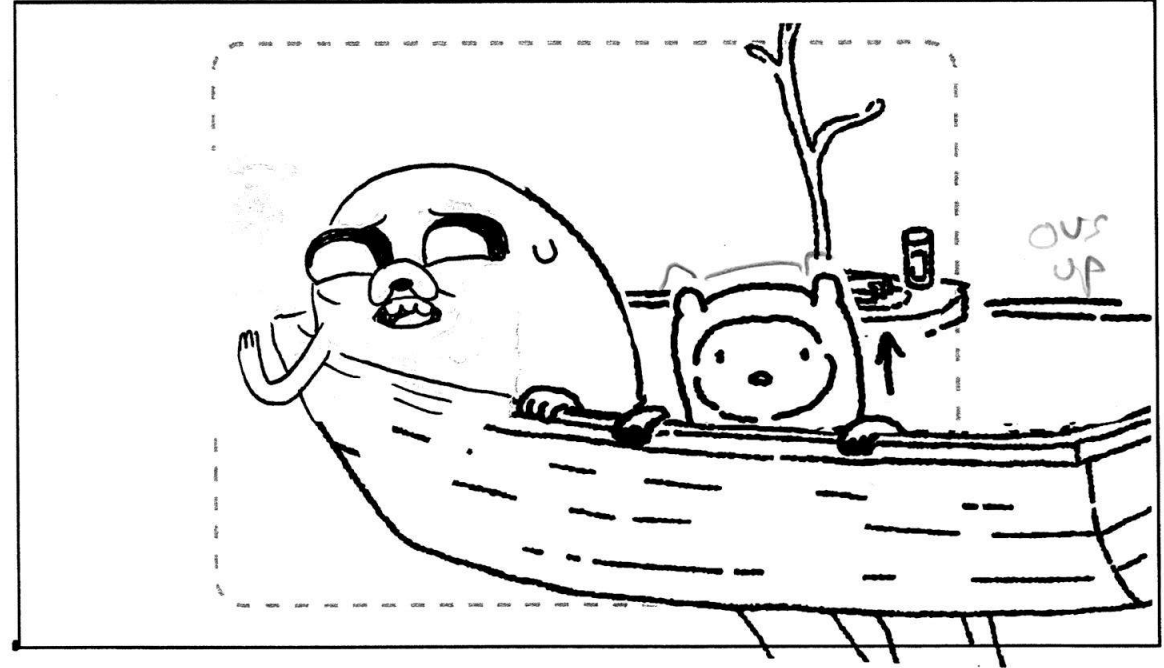
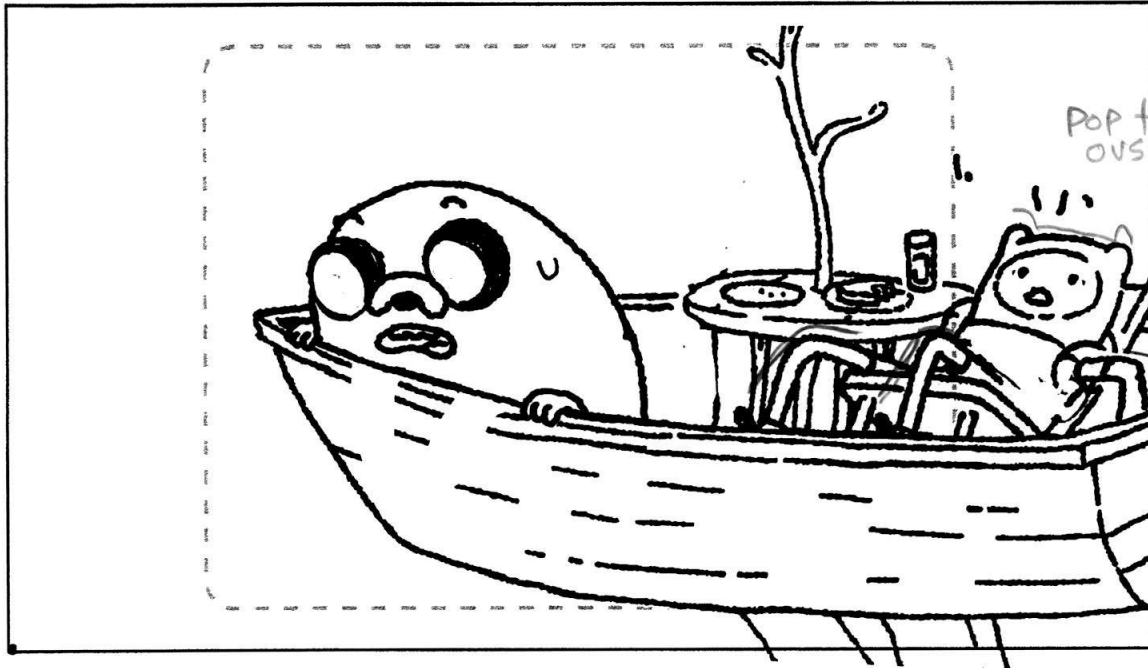
17 CONT Pnl.

C

Bg.

day night

cut



Dialog:

J / 'EY!!

F: HUH!

J / WHAT-A-YOU KIDS DOIN BREAKIN' THE TREEHOUSE.

Action:

-FINN WAKES SUDDENLY AND FALLS OVGR.



Timing:

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Production :

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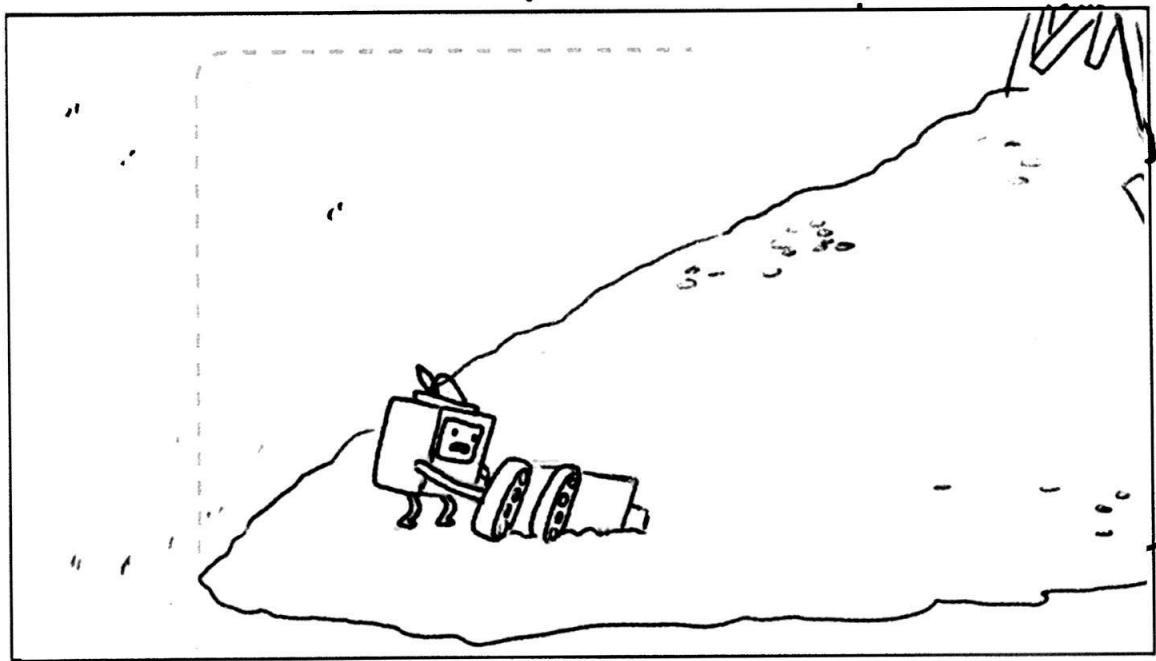
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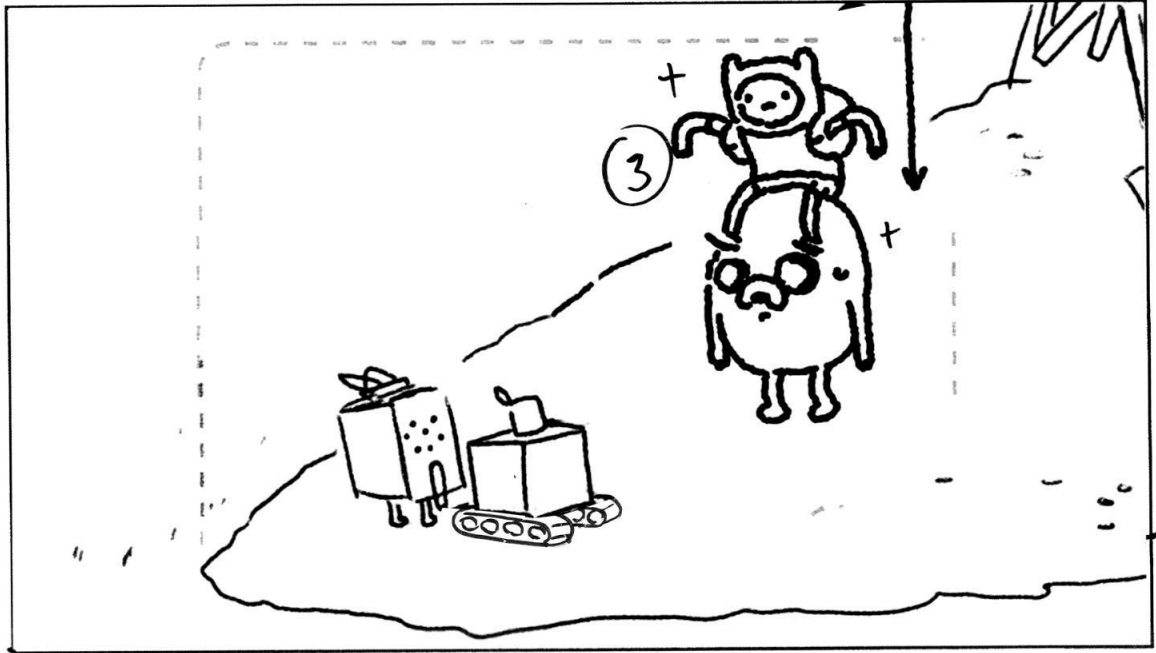
ADVENTURE TIME



Sc. **18** Pnl. **A** Bg. day night



Sc. **18 CONT** Pnl. **B** Bg. day night



Dialog:


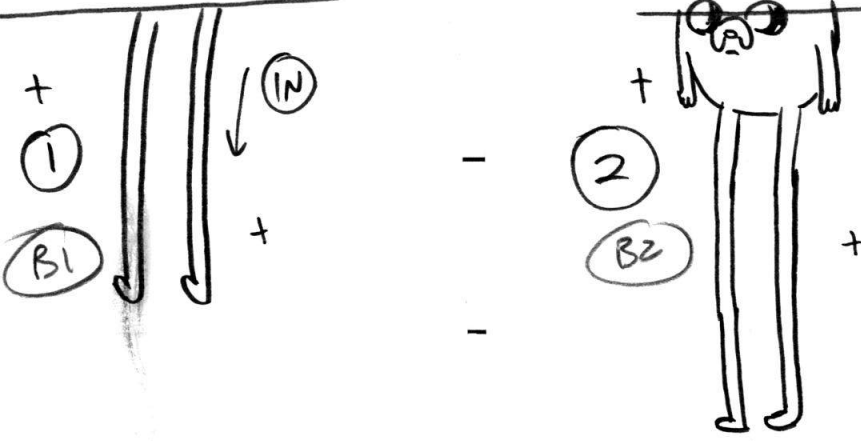
Bmo : [STRAINING]

Action:

-JAKE STRETCHES ON/S.

Timing:

(2) A1

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Production :

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ADVENTURE TIME



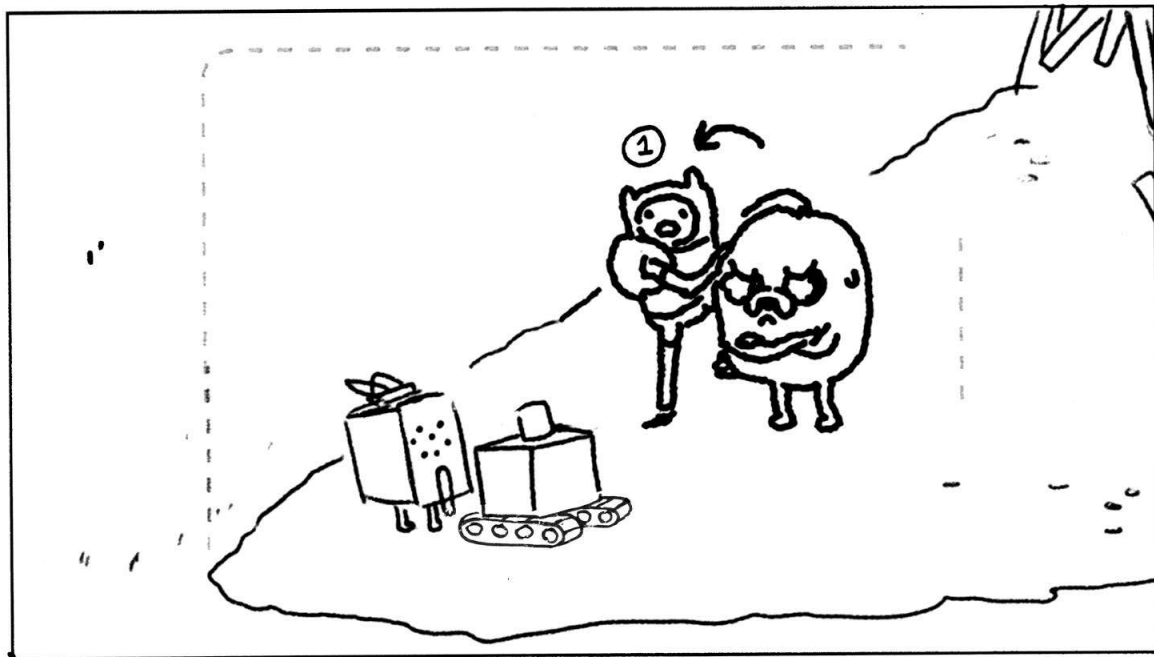
HU
Cut

19

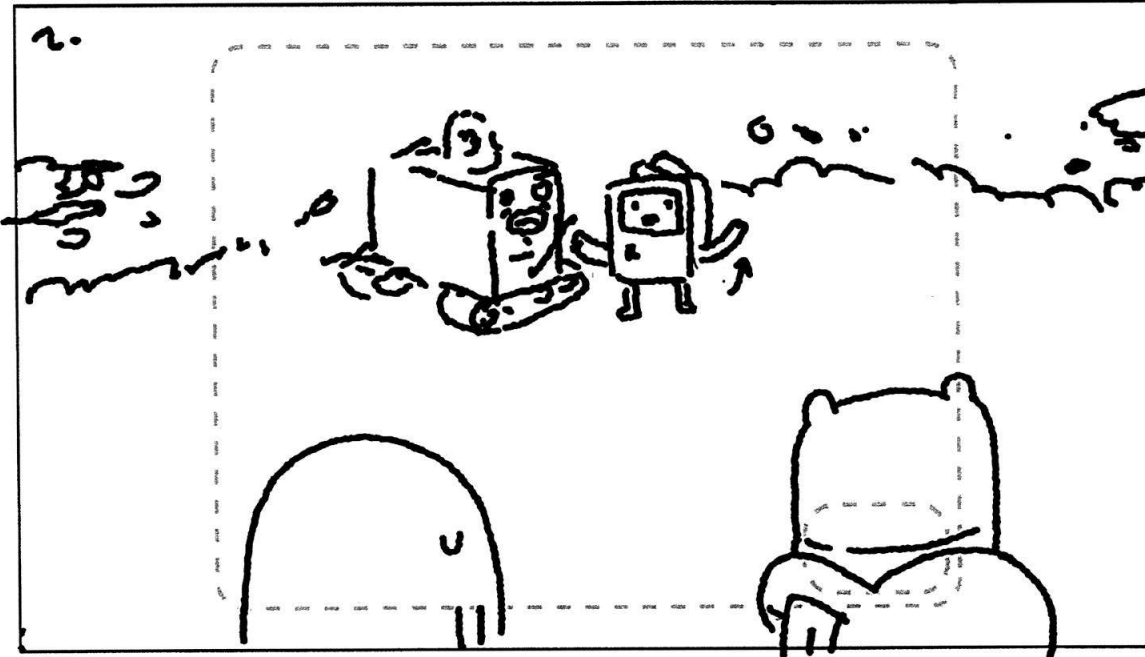
Page 22

HU
Cut

Sc. 18 CONT Pnl. C Bg. day night



Sc. 19 Pnl. A Bg. day night



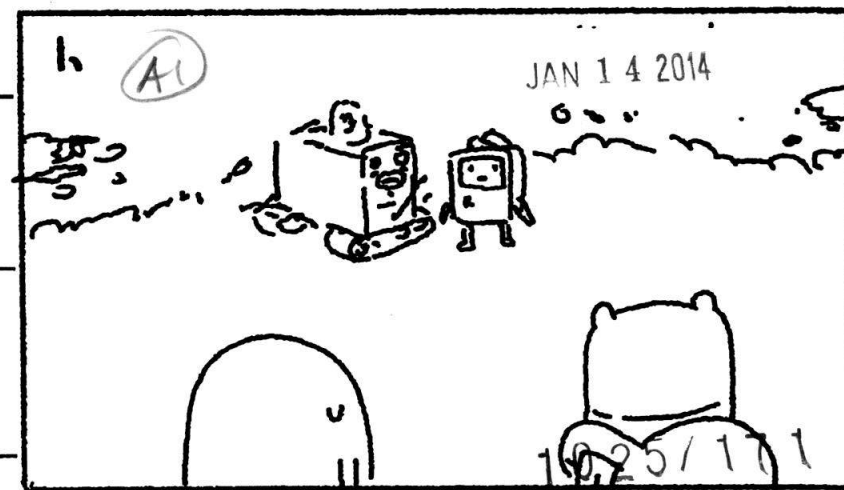
Dialog:

E: YO BMO, WHAT HAPPENED!

B/ YOU GOT TO MUCH MONEY HONEY.

Action:

Timing:



1025 - 171

EPISODE #

1025/171

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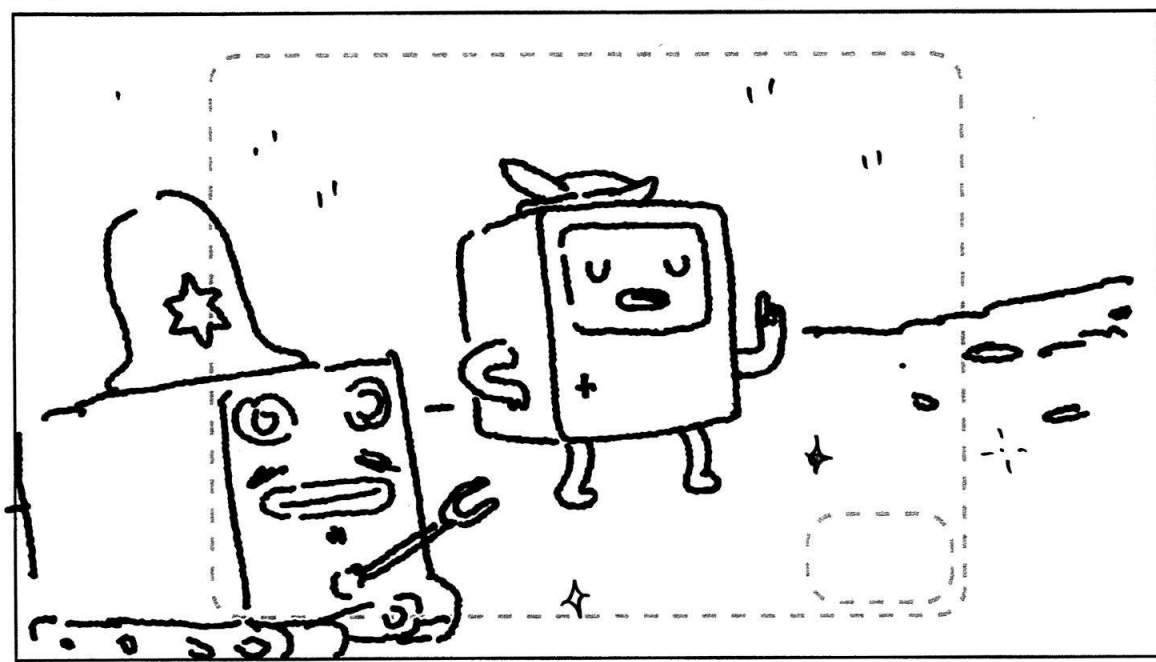
Ho
Cut

ADVENTURE TIME

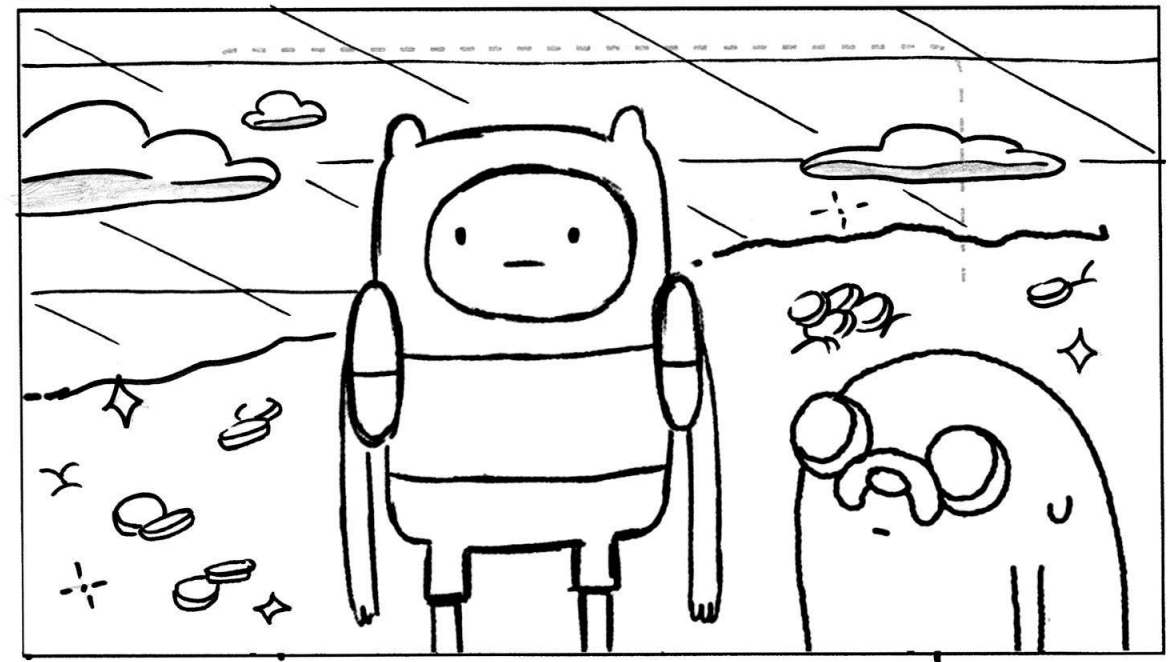


Cut

Sc. 20 Pnl. A Bg. day night



Sc. 21 Pnl. A Bg. day night



Dialog:

B/ ALL OF THIS DASH IS THREATENING THE STRUCTURAL INTEGRITY OF THE TREEHOUSE.

F/ WHO WOULD'VE THOUGHT WE COULD HAVE TOO MUCH TREASURE?

Actic

SP

AI

Timir

APTWE/ [GROAN.]

JAN 14 2014

1025 - 171

EPISODE #

Production :

1025/171

1025/171

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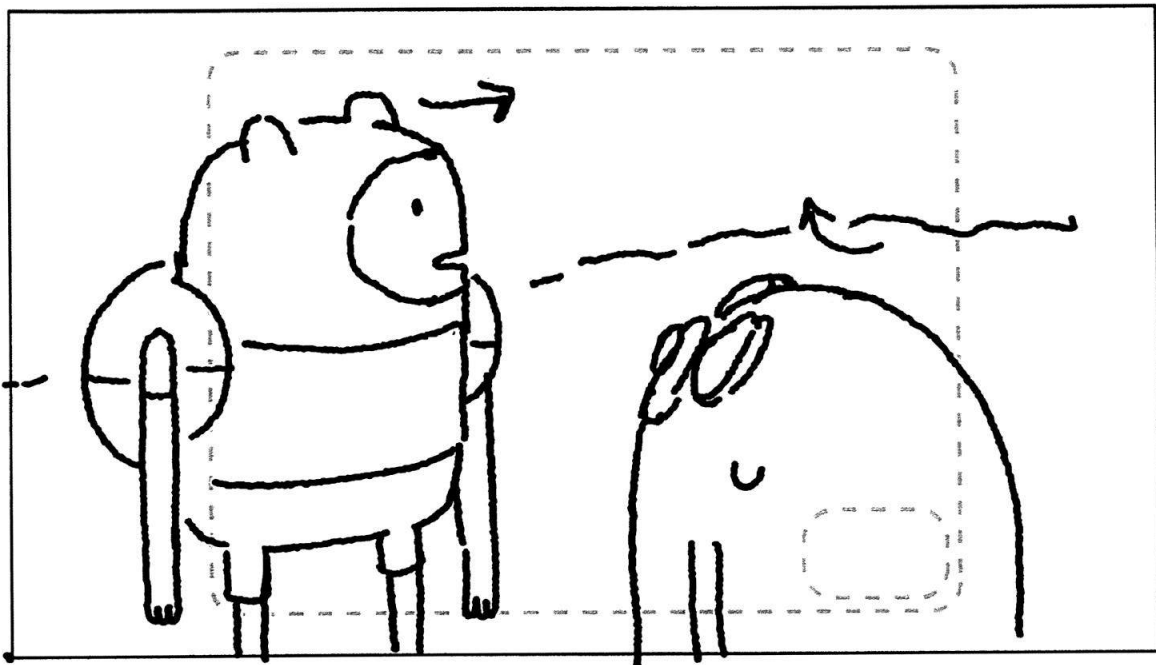
ADVENTURE TIME



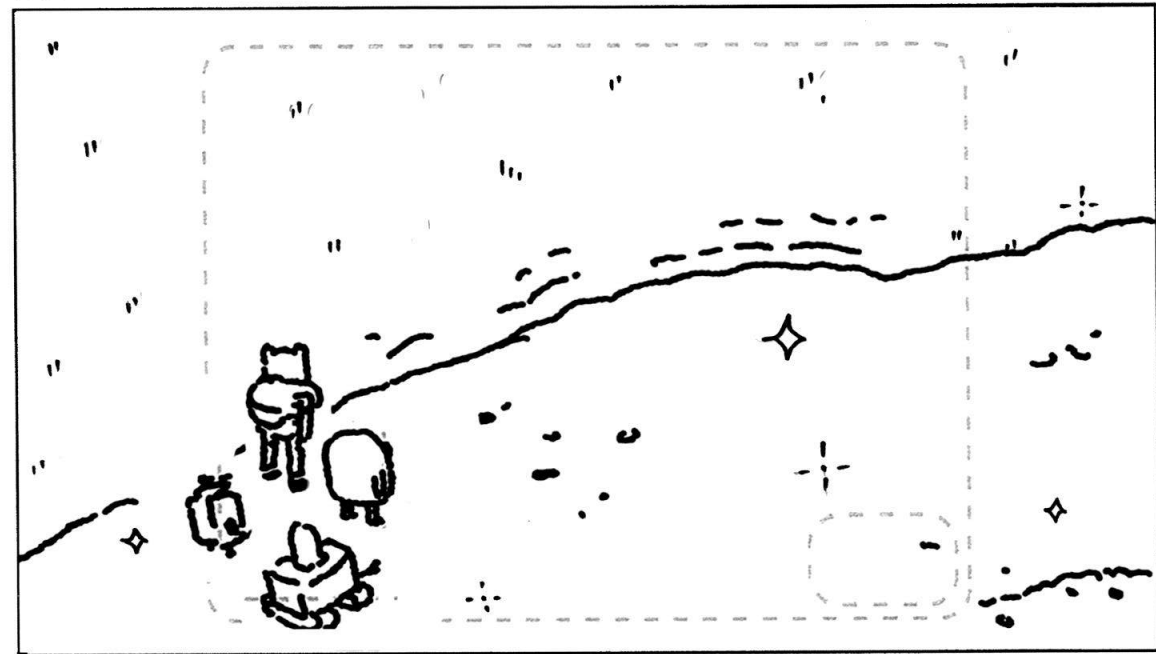
He cut
22

Page 24

Sc. 21 cont Pnl. B Bg. day night



Sc. 22 Pnl. A Bg. day night



| | |
|---------|---------------------------|
| Dialog: | Sfx/ RUMBLING. |
| Action: | Gold Pile starts Rumbling |
| Timing: | JAN 1 4 2014 |

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EPISODE #

Production :

1025/171

ADVENTURE TIME

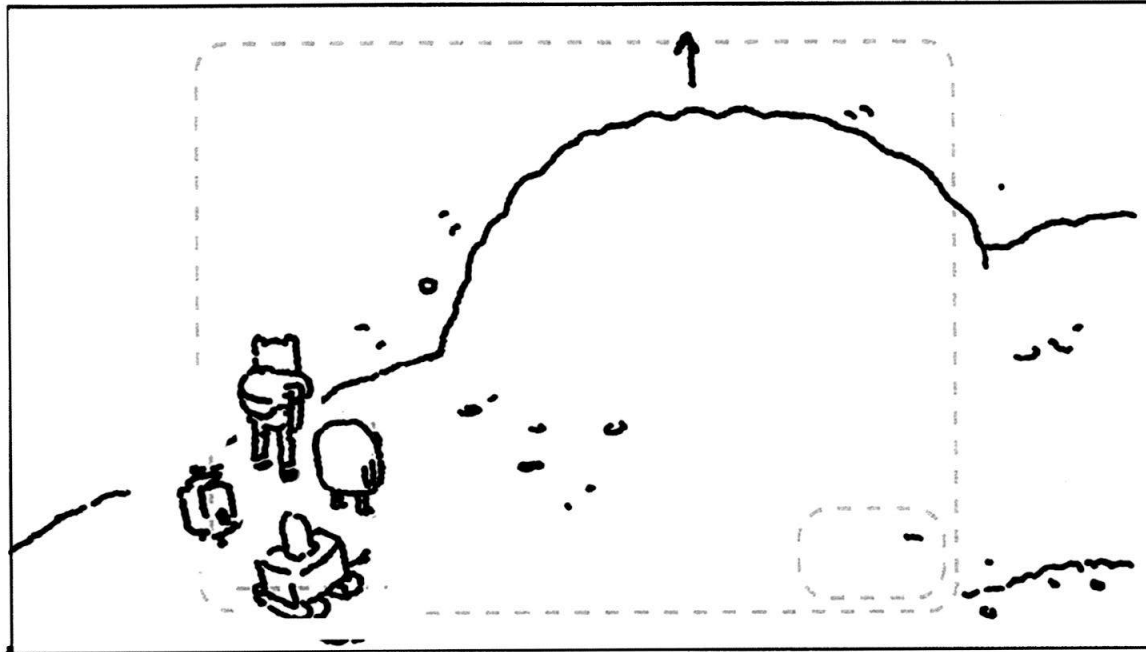


Page 25
25A NEXT
day night

Sc. 22 cont Pnl. B

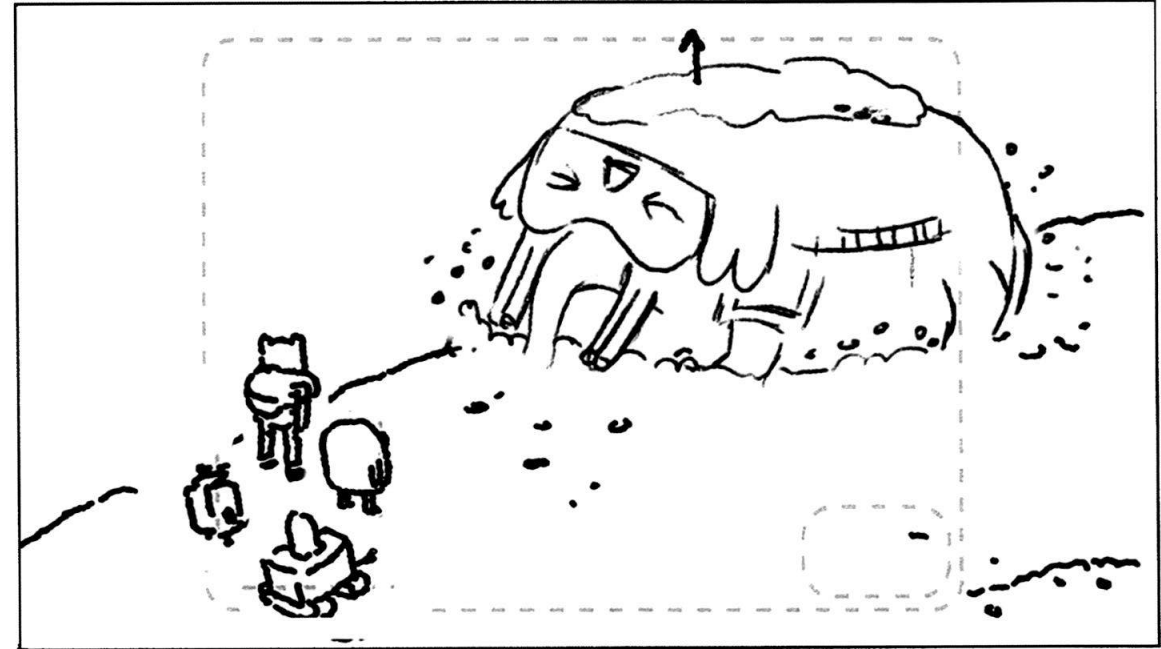
Bg.

day night



Sc. 22 cont Pnl. C

Bg.



Dialog:

SFX: *JINGLING *

APTWE: (VO)
HWOOF.

Action:

mound of Gold Rises up.

ALL ROLES OVER REVEALING APTWE.

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Timing:

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Production :

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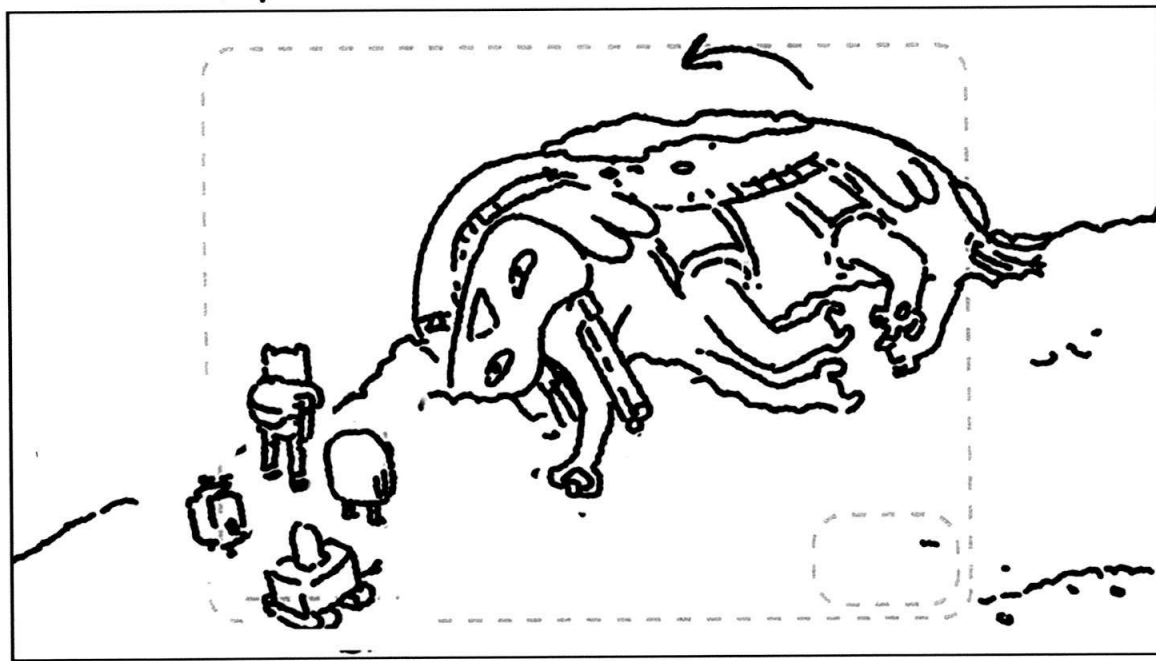
ADVENTURE TIME



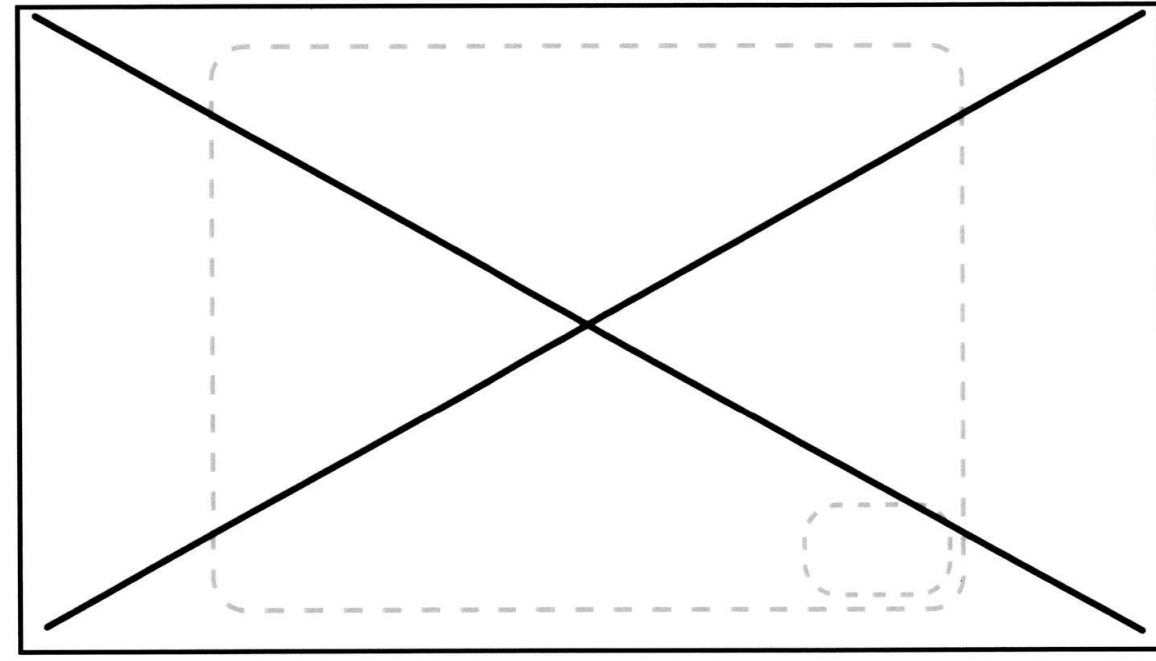
Ho cut

Page 25A
26 NEXT
day night

Sc. 22 *cont* Pnl. D Bg. day night



Sc. Pnl. Bg. day night



| | |
|--------------------------------|------|
| Dialog: | (VO) |
| APTWE Cont. : Im sorry master. | |
| Action: | |
| Timing: | |

JAN 14 2014

EPISODE #
1025/171

Production:

1025/171

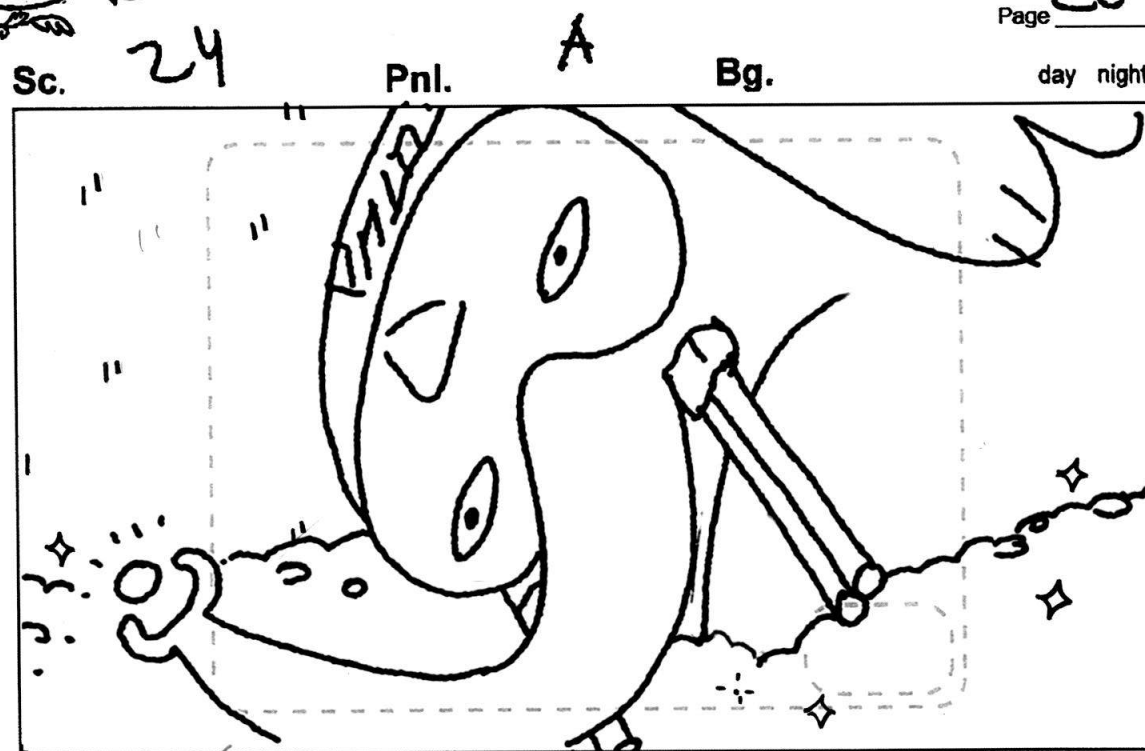
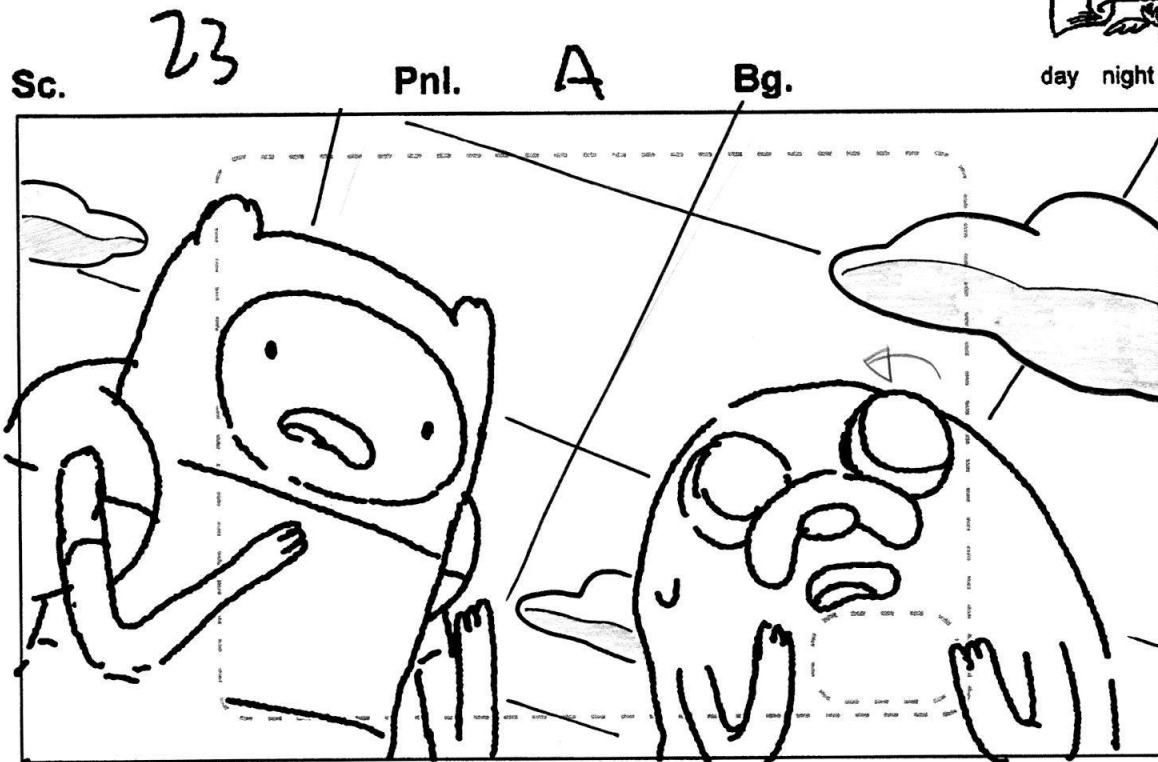
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1025/171

ADVENTURE TIME



Page 26



Dialog:
Fn. J/ ANCIENT PSYCHIC TANDEM
WAR ELEPHANT!

(VO)
APTWE/ YOU TOLD ME TO STAY INSIDE
THE MONEY ROOM, BUT NOW I AM OUTSIDE.

Action:

Timing:

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EPISODE #

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Production :

1025/171

ADVENTURE TIME



Cut

Page 27

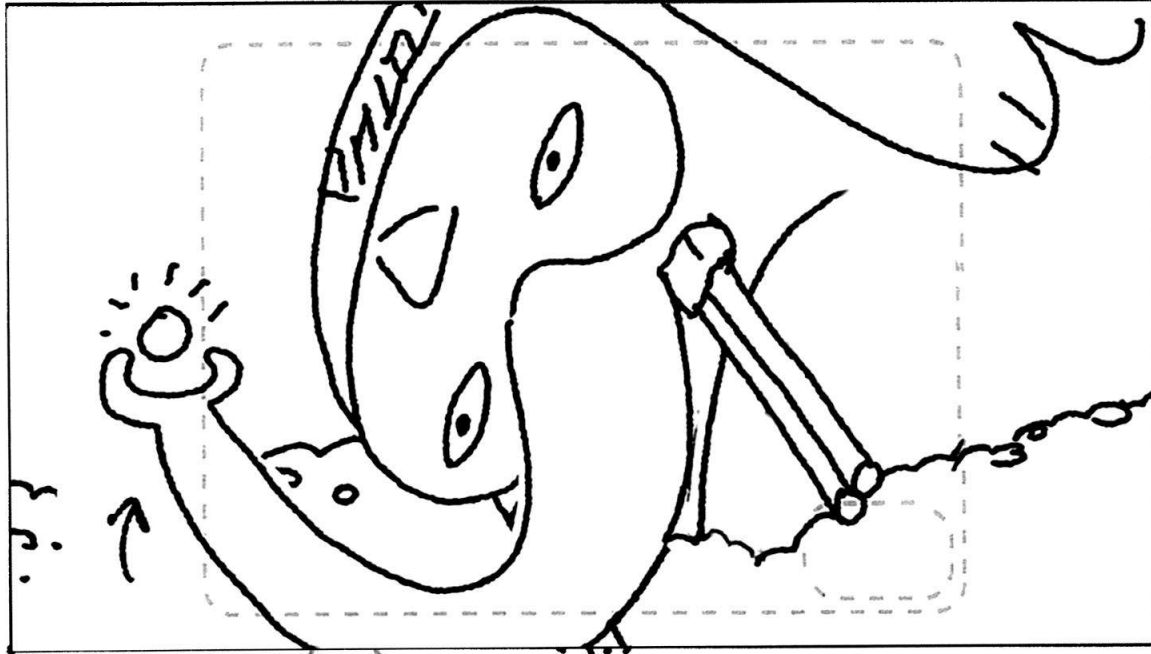
Sc.

24 cont Pnl.

B

Bg.

day night



Sc.

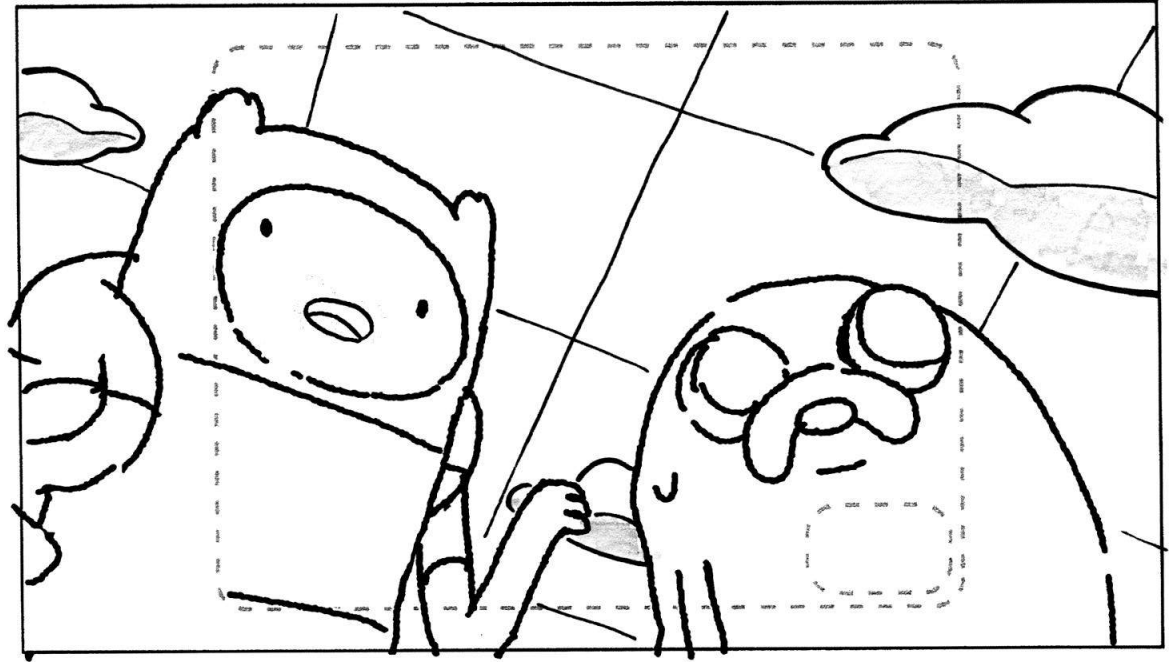
25

Pnl.

A

Bg.

day night



Dialog:

(VO) APTWE/ WHAT IS YOUR PUNISHMENT, MASTER?
DO NOT BE LENIENT WITH ME.

F/

NO PUNISHMENT DUDE.
JUST CHILL WHERE YOU ARE.

Action:

Timing:

JAN 14 2014

SLA
(P)
(A)

1025 - 171

EPISODE #

1025/171

Production :

1025. 171

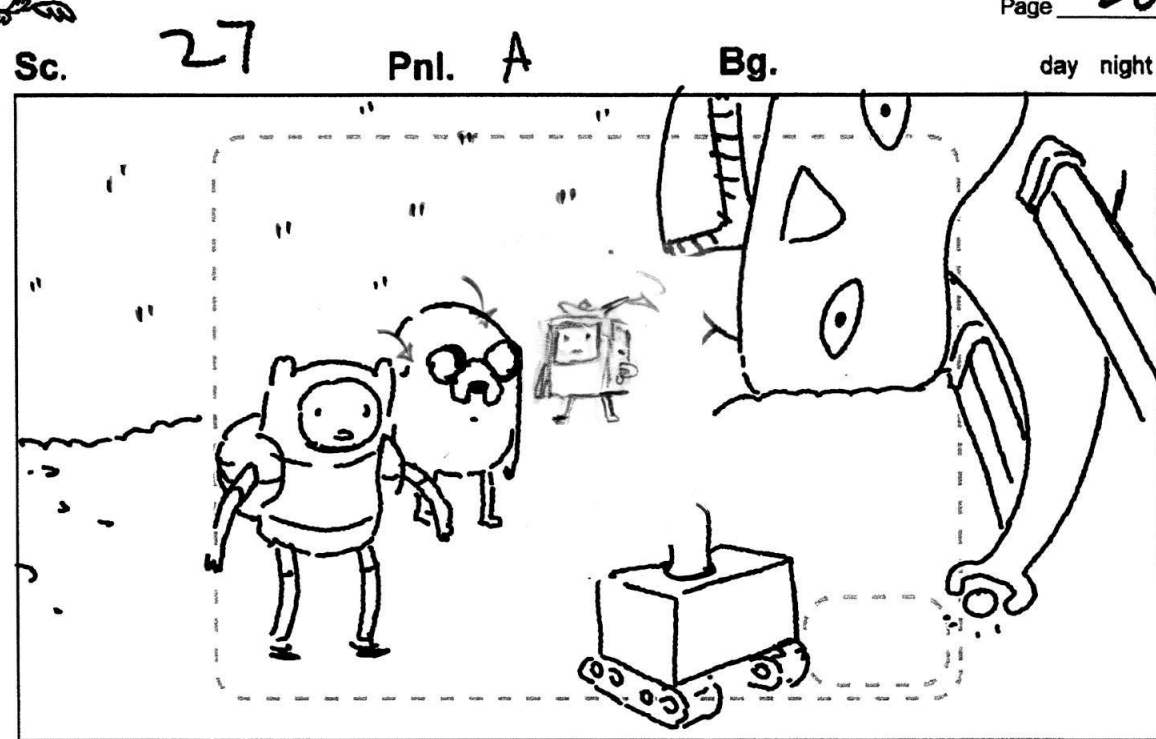
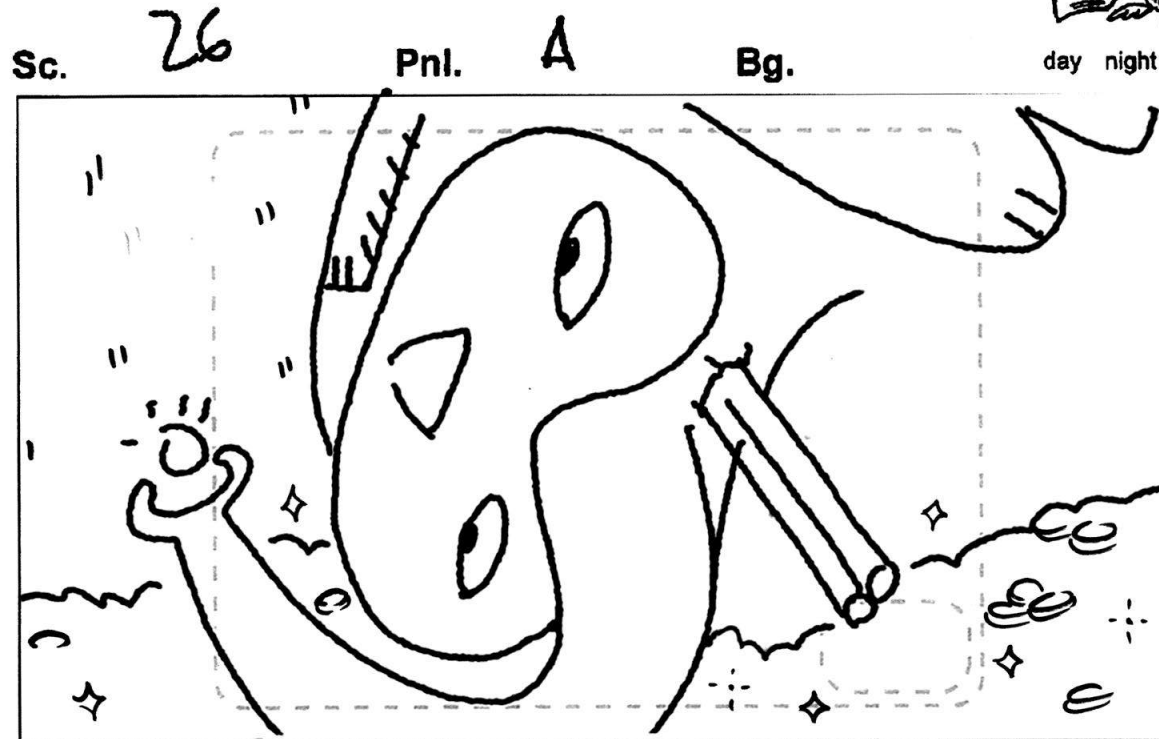
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ADVENTURE TIME



Hu
cut

Page 28

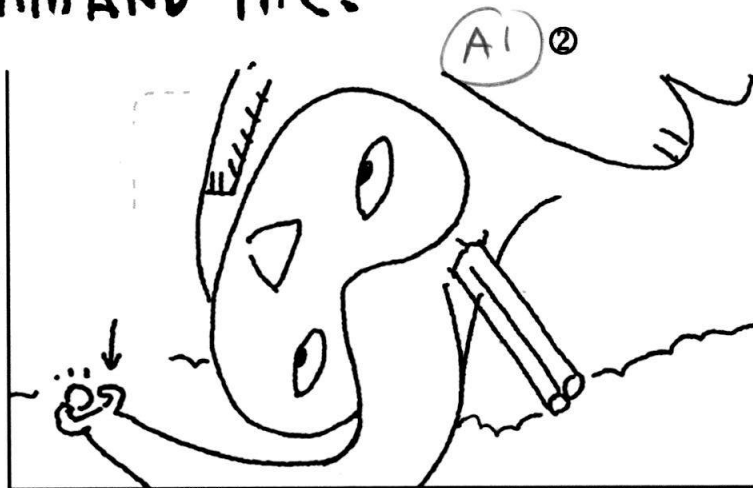


Hu
cut

Dialog: APTWE/ ALLRIGHT, I WILL CHILL WHERE I AM
UNTIL YOU COMMAND ME.

Action:

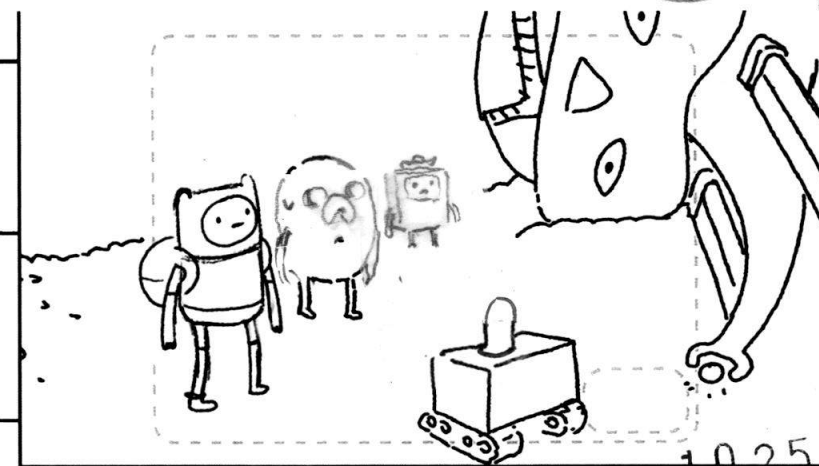
Timing: TRUNK LIFELESSLY
FLOPS TO THE
GROUND.



HM...
F/ SO WHAT SHOULD WE DO WITH
ALL THIS SQUOOSH?

JAN 14 2014

SP (A1)



EPISODE # 1025 - 171

1025/171

Production :

1025/171

Ho
Cut

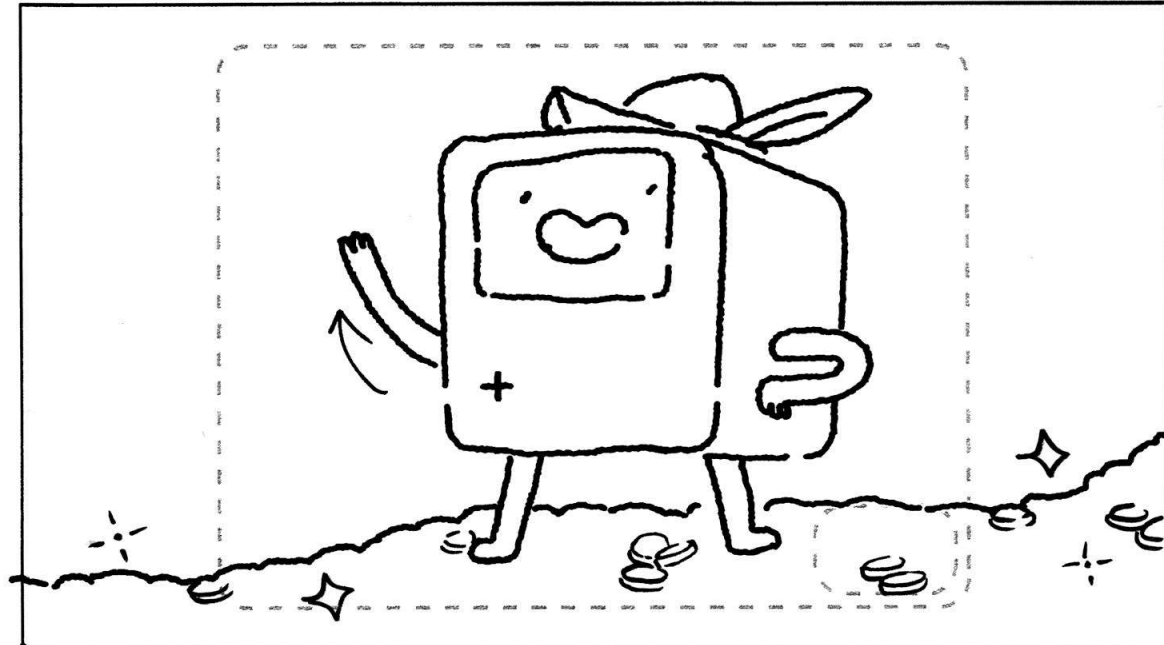
ADVENTURE TIME



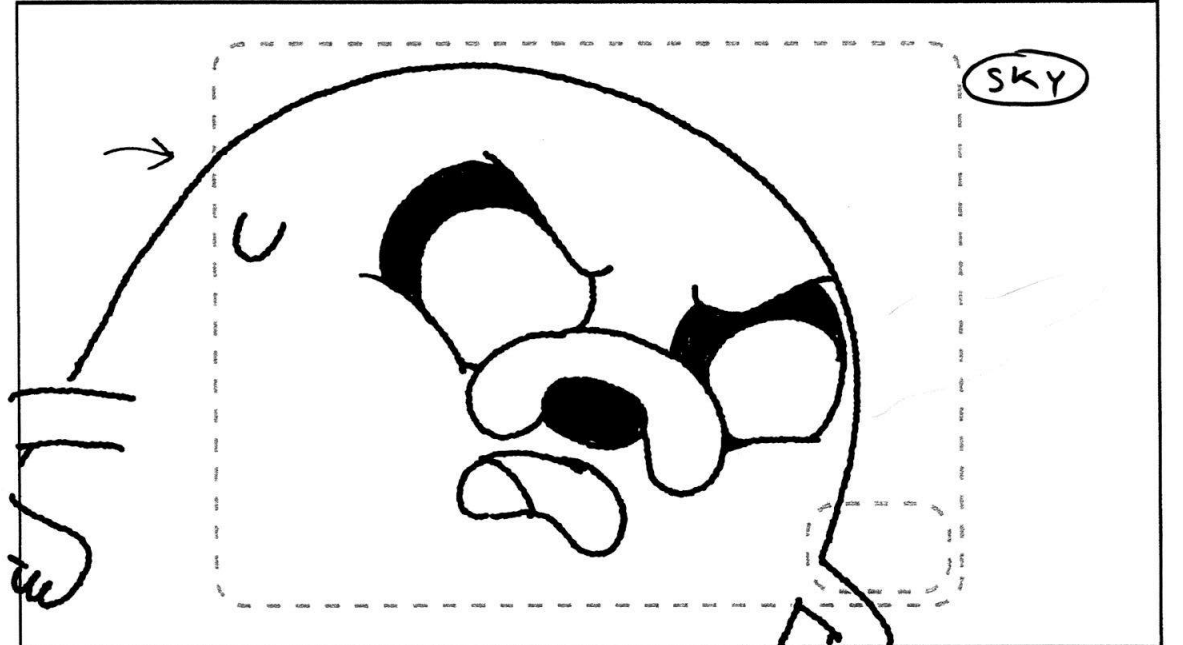
Cut

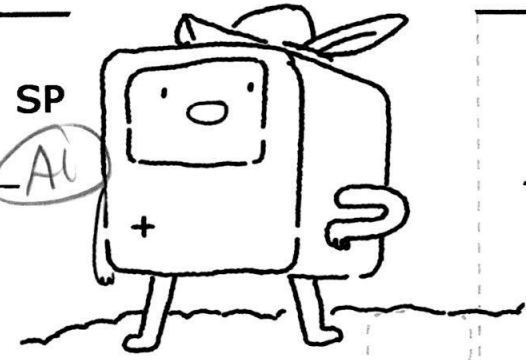

Page 29

Sc. 28 Pnl. A Bg. day night



Sc. 29 Pnl. A Bg. day night



| | |
|---|---|
| Dialog: | |
| BMO/ YOU SHOULD GIVE IT TO ROBBER HOOD. | J/ NO WAY BMO, THIS IS OUR TREASURE. |
| Action: | |
| Timing: | |
|  |  |

SP
AI

SP
AI

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Cut

ADVENTURE TIME



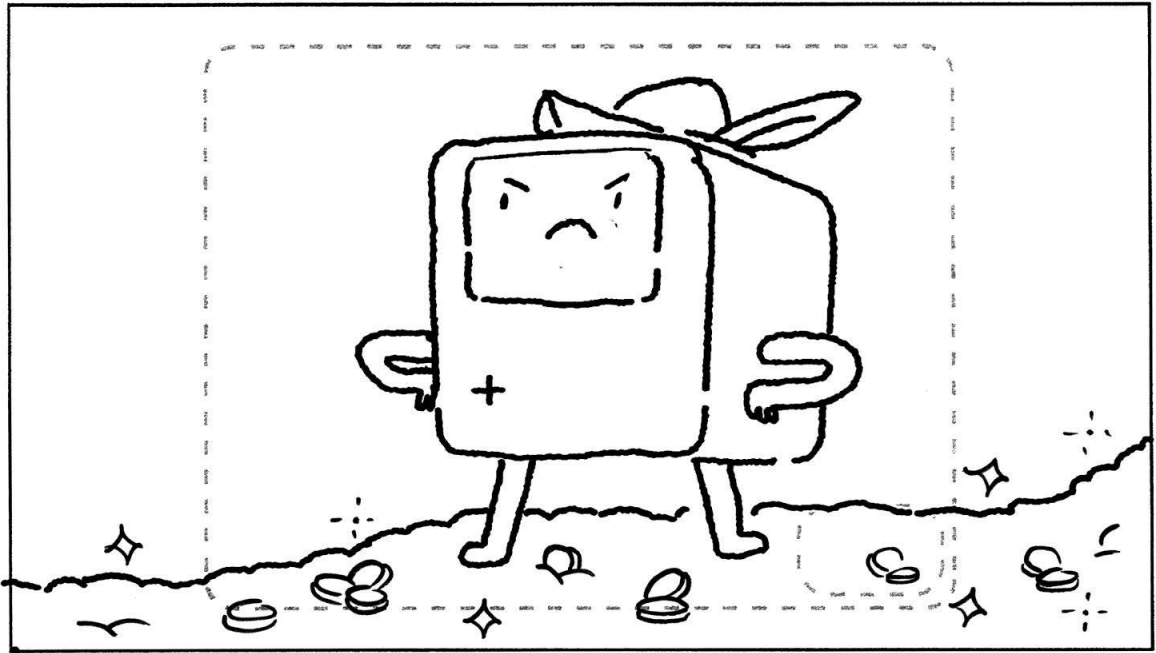
Cut

Sc. 30

Pnl. A

Bg.

day night

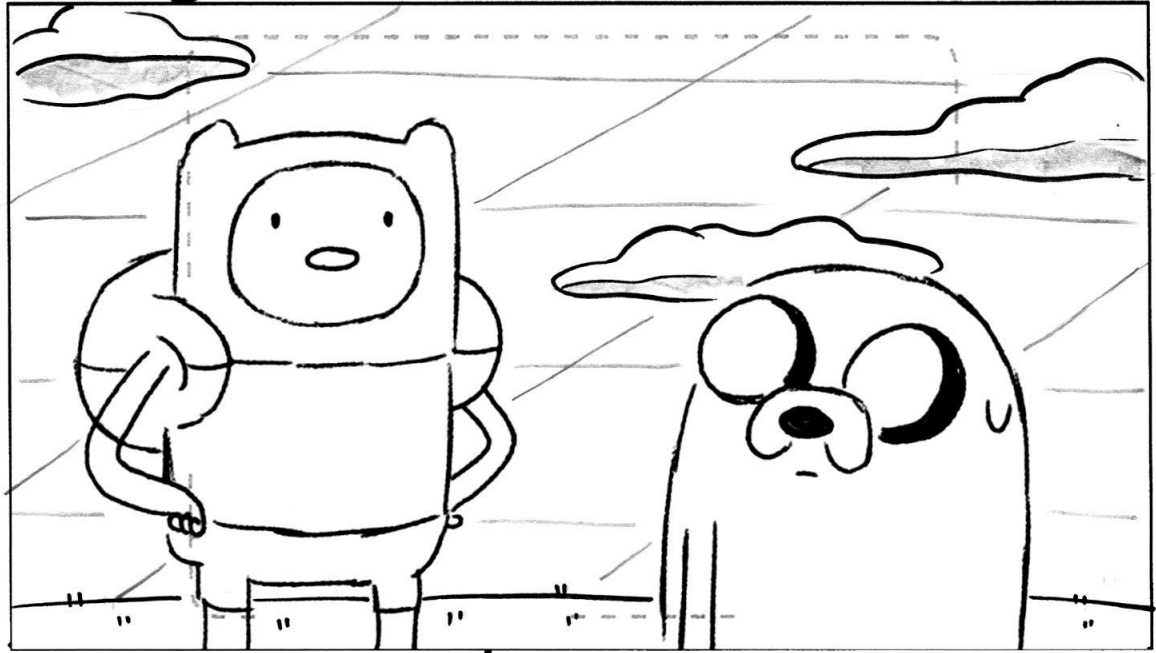


Sc. 31

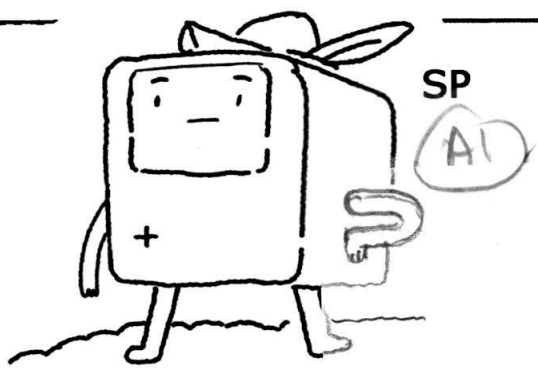
Pnl. A

Bg.

day night



| | |
|------------|-------------------------|
| Dialog: | |
| B/ Hmmm... | F/ hey maybe we could - |
| Action: | |
| Timing: | |



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EPISODE #

1025/171

Production :

1025/171

ADVENTURE TIME



Hu
cut

Page 31

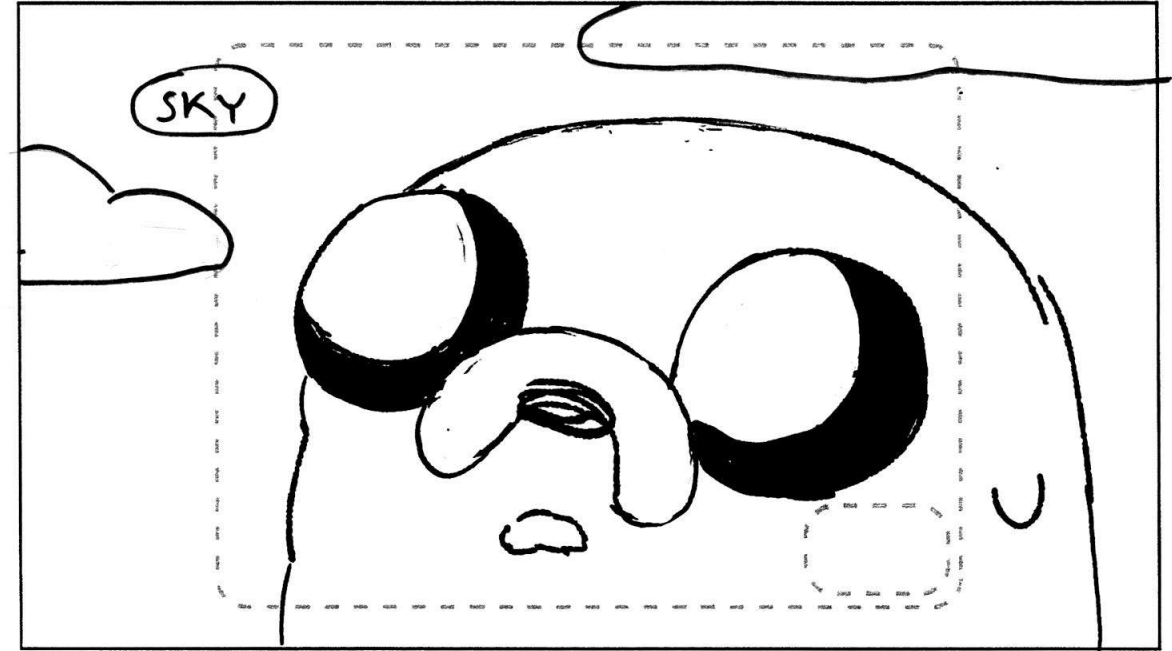
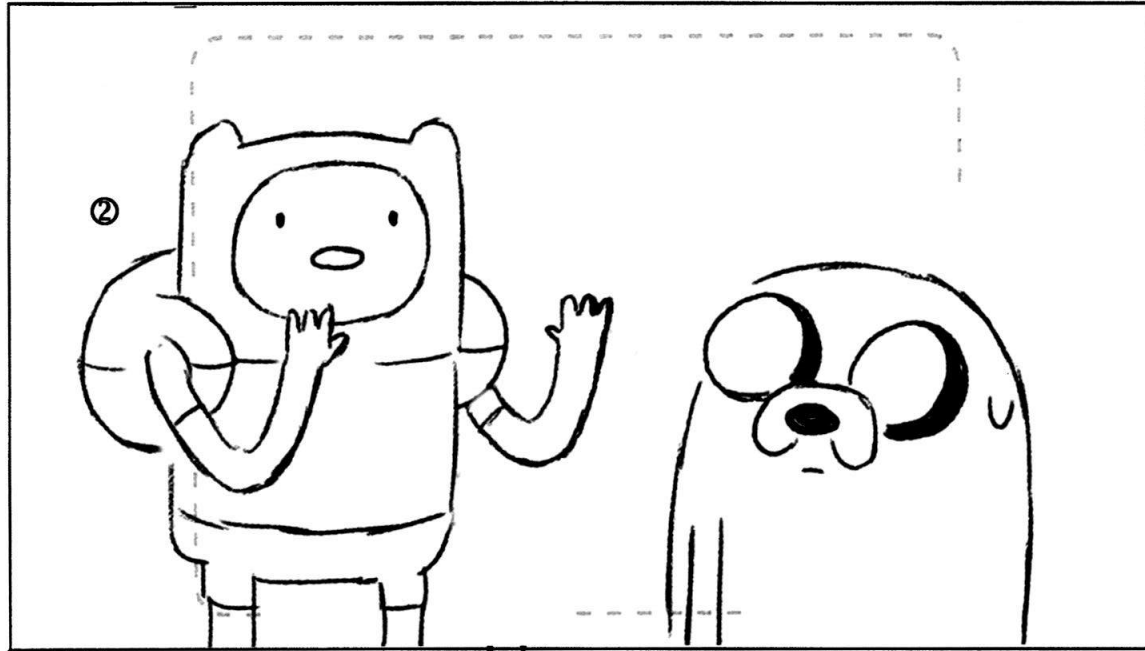
Sc. 31 cont Pnl. B Bg.

day night

Sc. 32 Pnl. A Bg.

day night

Hu
cut



Dialog:

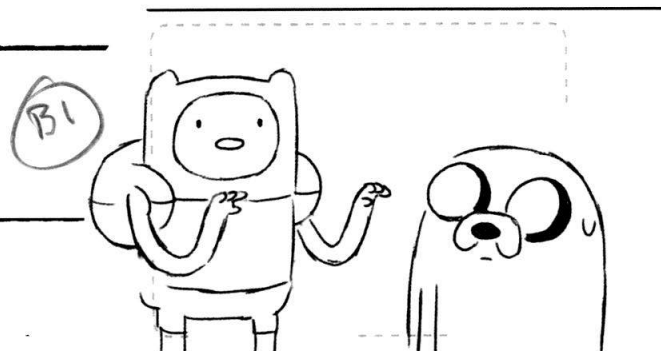
Finn (on SP) - like...

Finn Cont: ...spend it? (on pose 2)

J/ REALLY? How much of it?

Action:

Timing:



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1025/171

Ho
Cut

ADVENTURE TIME



HU
Cut

Page 32

Sc. 33

Pnl. A

Bg.

day night

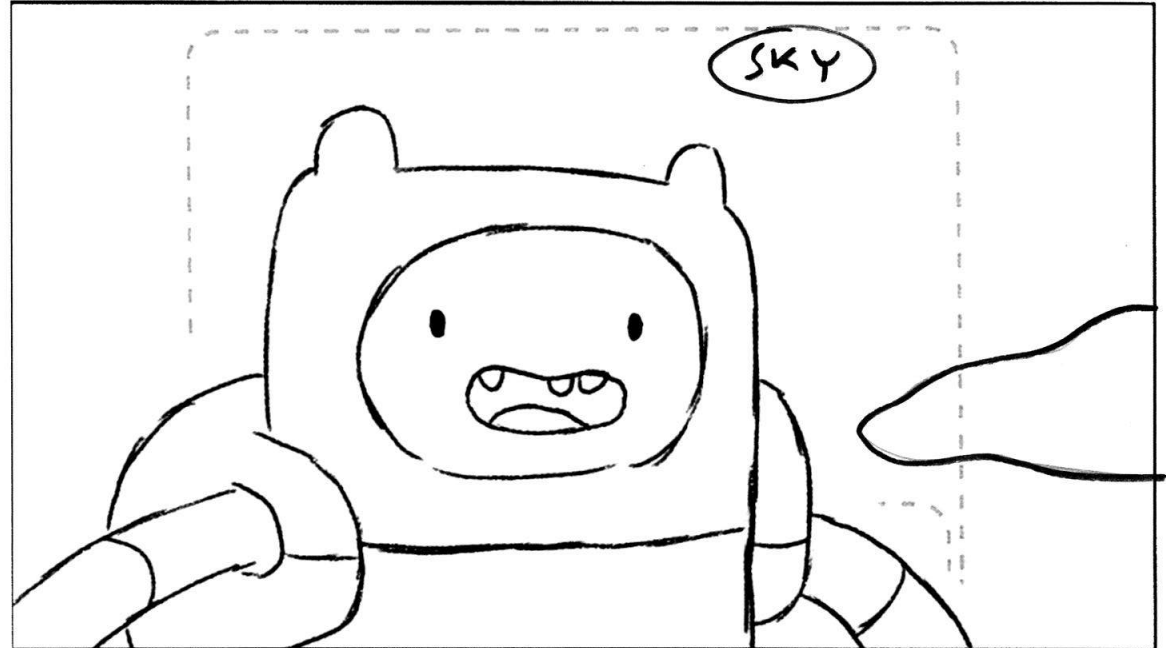
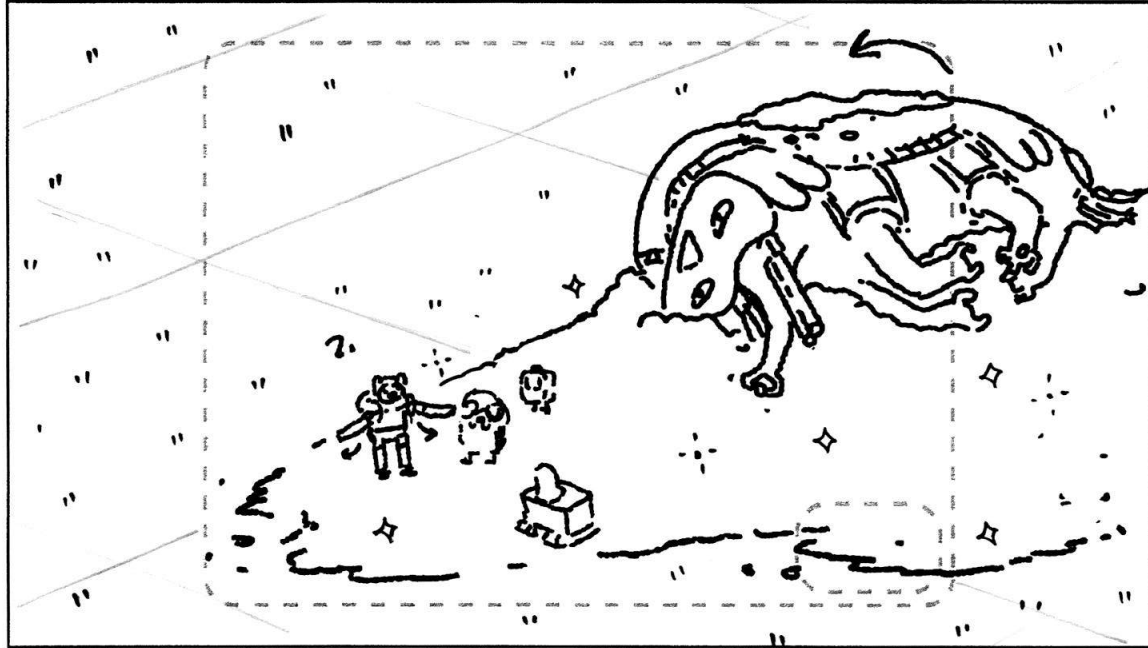
Sc. 34

Pnl. A

Bg.

day night

Cut



Dialog:

F/ DUDE, LIKE ALL of it.

F/ THEN WE CAN GO FIND
completely NEW TREASURE.

Action:

Timing:



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ADVENTURE TIME



Sc.

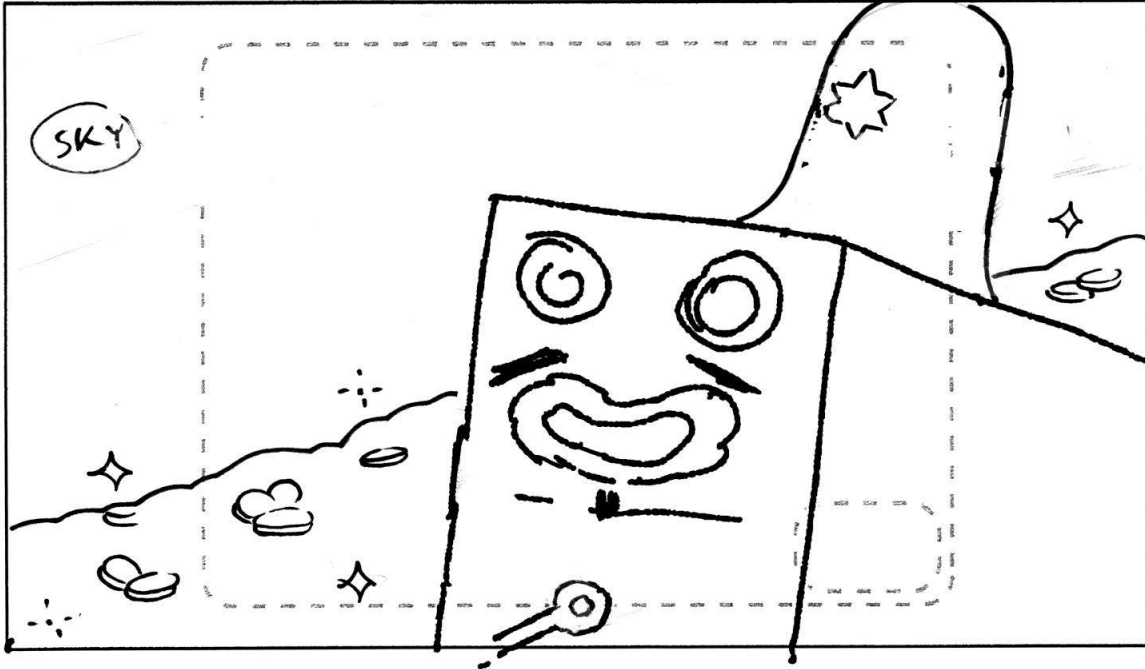
35

Pnl.

A

Bg.

day night



Sc.

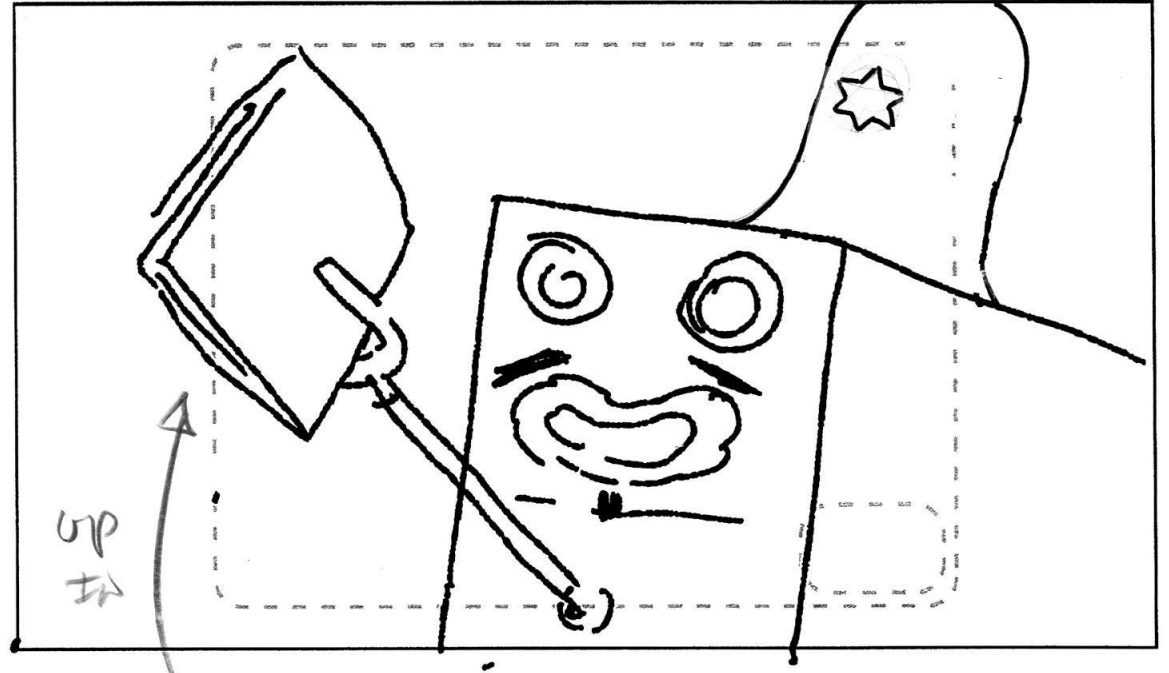
35 cont

Pnl.

B

Bg.

day night



Dialog:

N

NEPTR KNOWS JUST THE
PLACE TO BLOW YOUR GREASE.

N

Be'HOLD, THIS RECENT ADVERTISEMENT
↑ BRITISH PRONUNCIATION

Action:

Timing:

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Production :

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Handwritten 'Cut' and 'Hw' notes

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Handwritten initials: "Hu" and "Curt".

ADVENTURE TIME



NO SC'S
37-38

Sc. 36

Pnl. A

Bg.

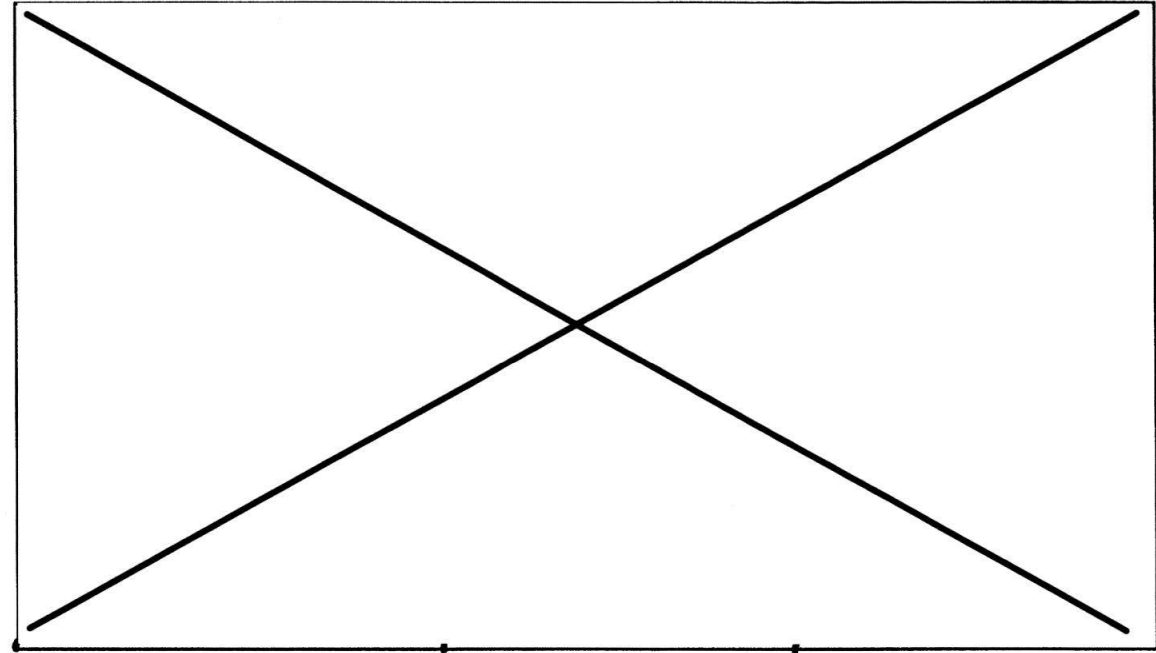
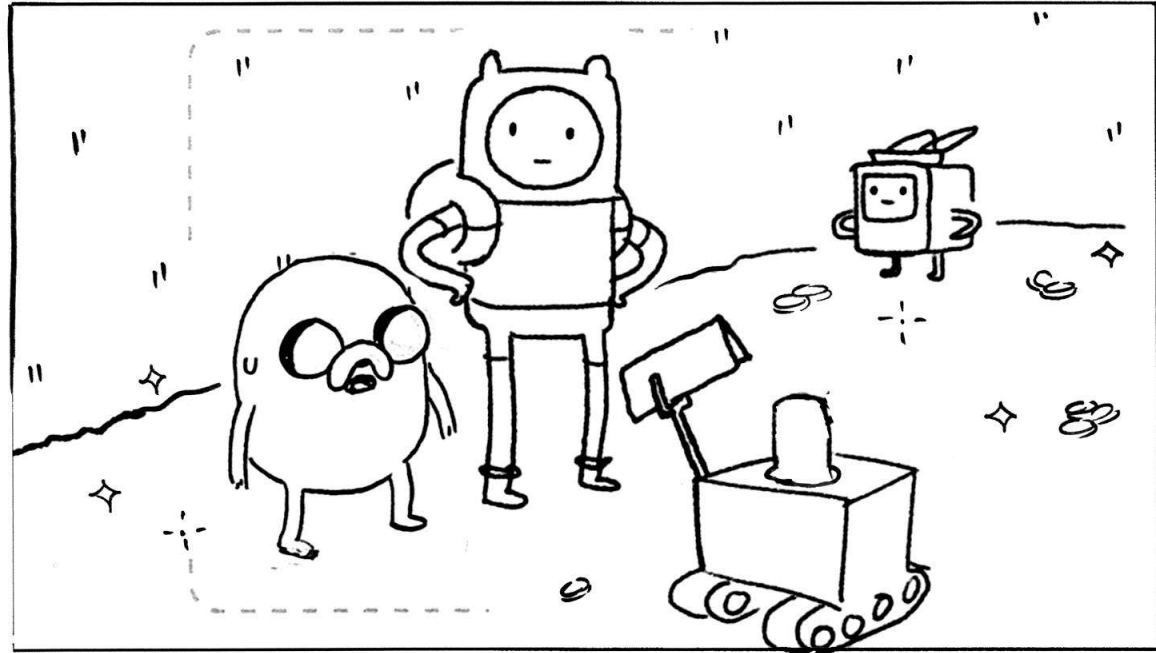
day night

Sc.

Pnl.

Bg.

day night



Dialog:

J/WHOA, we
Get MAIL?

Action:

SP [Finn] looks at NEP

Timing:

SP [BMO] looks at JGp

③ Finn and Jake are standing next to a small, wheeled robot (BMO) that is looking at them. There are some small objects on the ground.

A1 [Finn] is looking at the robot.

② [Finn] is looking at the robot.

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Production :

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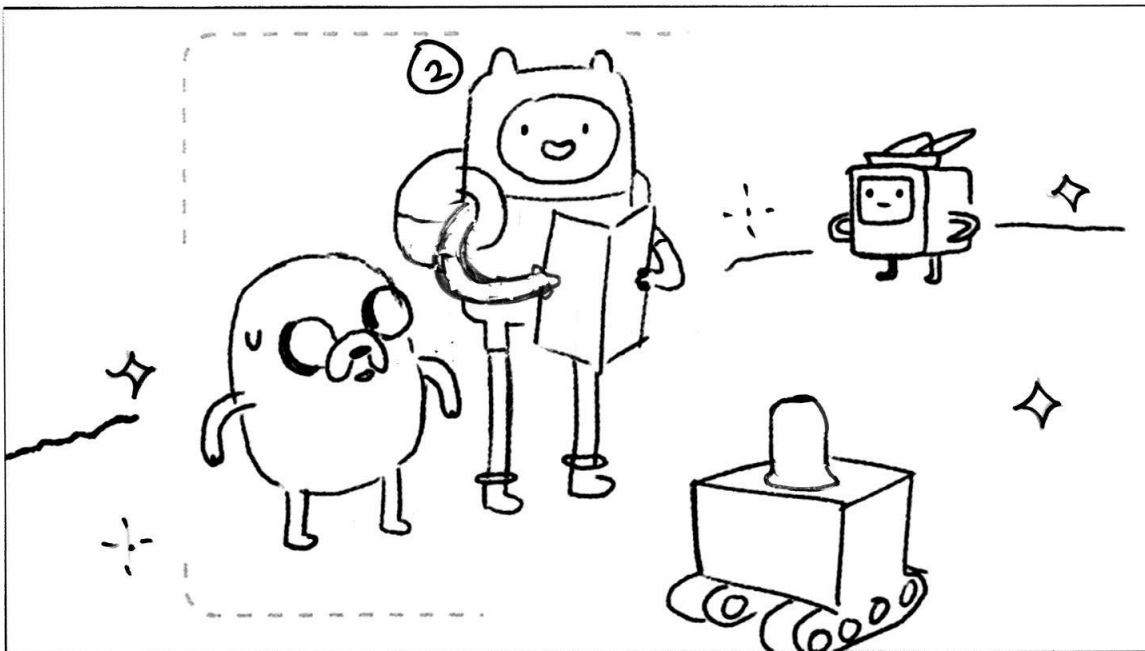
ADVENTURE TIME



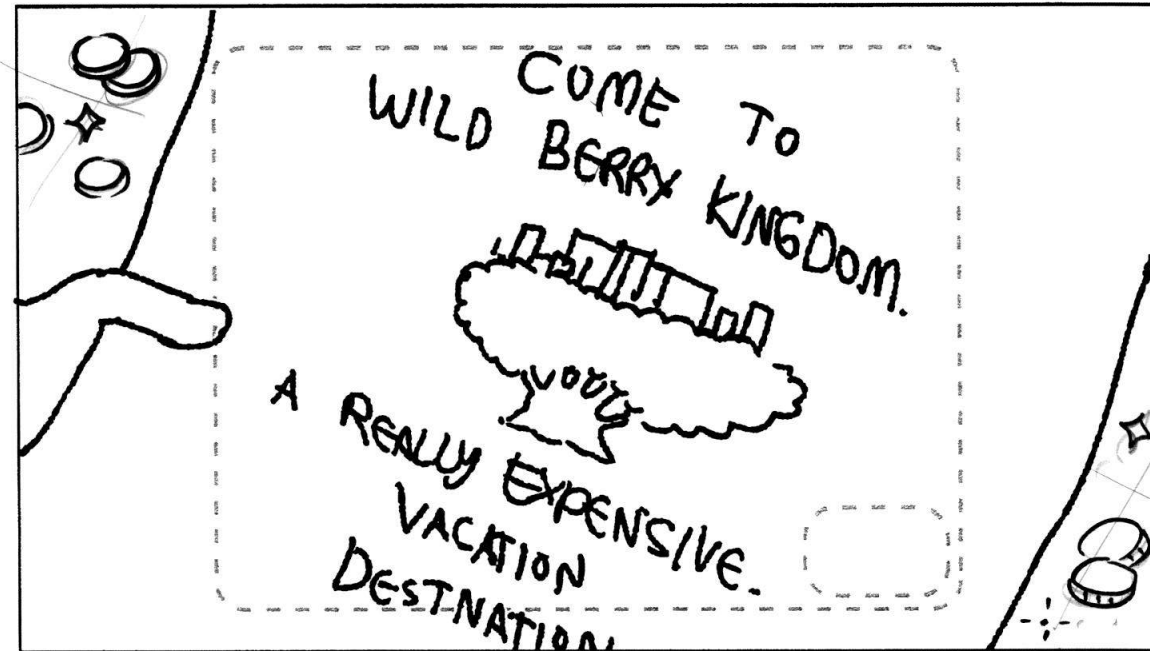
Page 35

Hu Cut

Sc. 36 *cont* Pnl. B Bg. day night



Sc. 39 Pnl. A Bg. day night



| | | |
|---------|----------------------|--|
| Dialog: | F/CHECK IT OUT JAKE. | J: DANG, WILDBERRY KINGDOM GOT ALL FANCY. Sounds good. |
| Action: | | |
| Timing: | | |



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EPISODE #

1025/171

Production :

1025/171

Hu
cut

ADVENTURE TIME



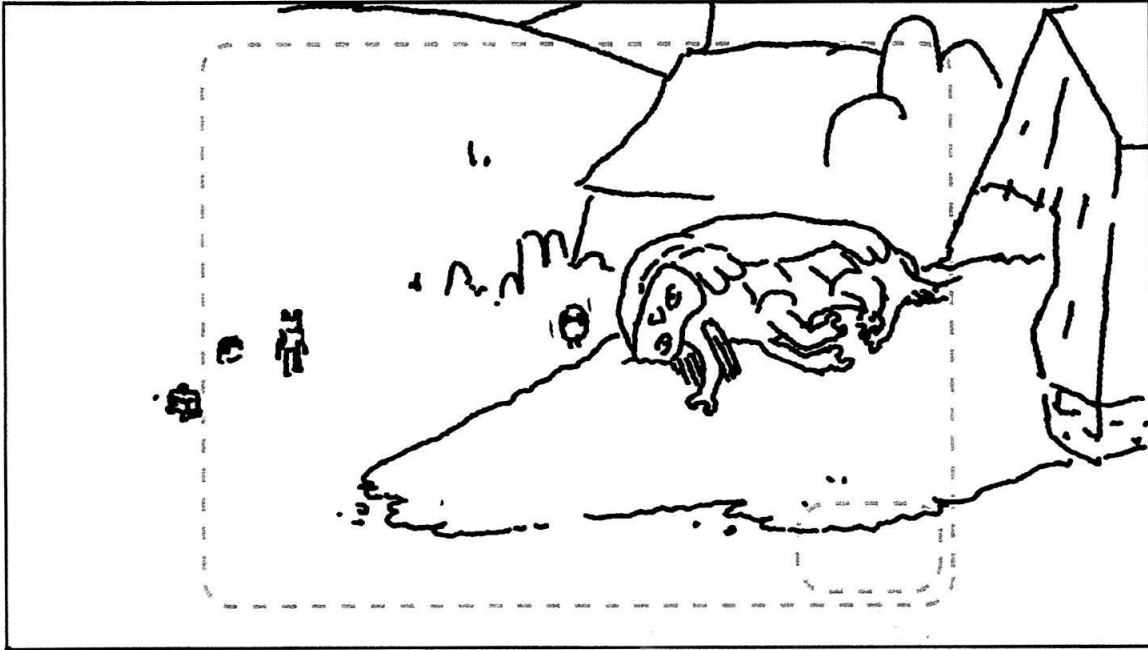
Page 36

Sc. 40

Pnl. A

Bg.

day night

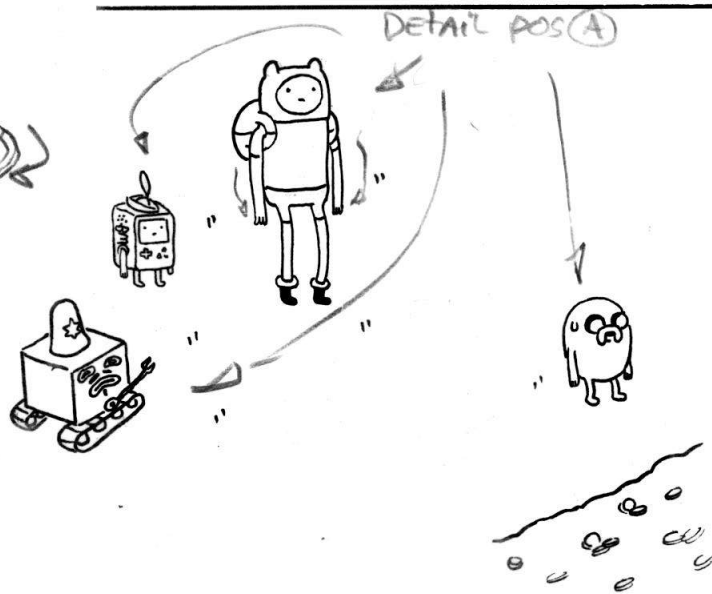
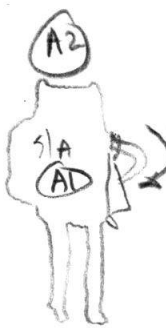
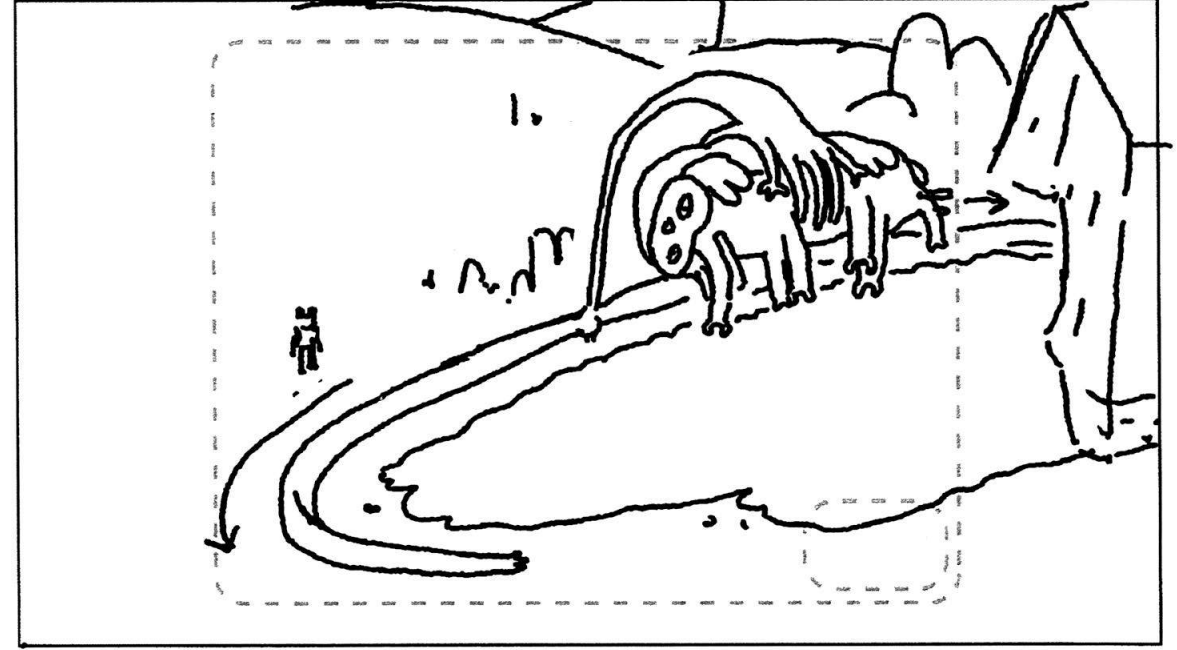


Sc. 40 CONT

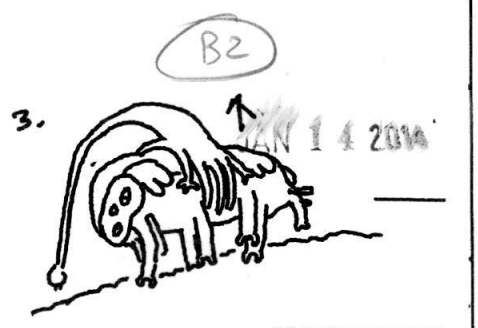
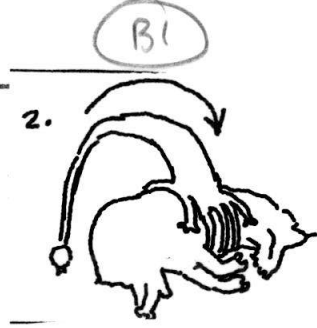
Pnl. B

Bg.

day night



DETAIL POS A



Jake stretches
arm & grab aptwe

Picks up aptwe

Timing:

1025-171

EPISODE #
1025/171

Production :

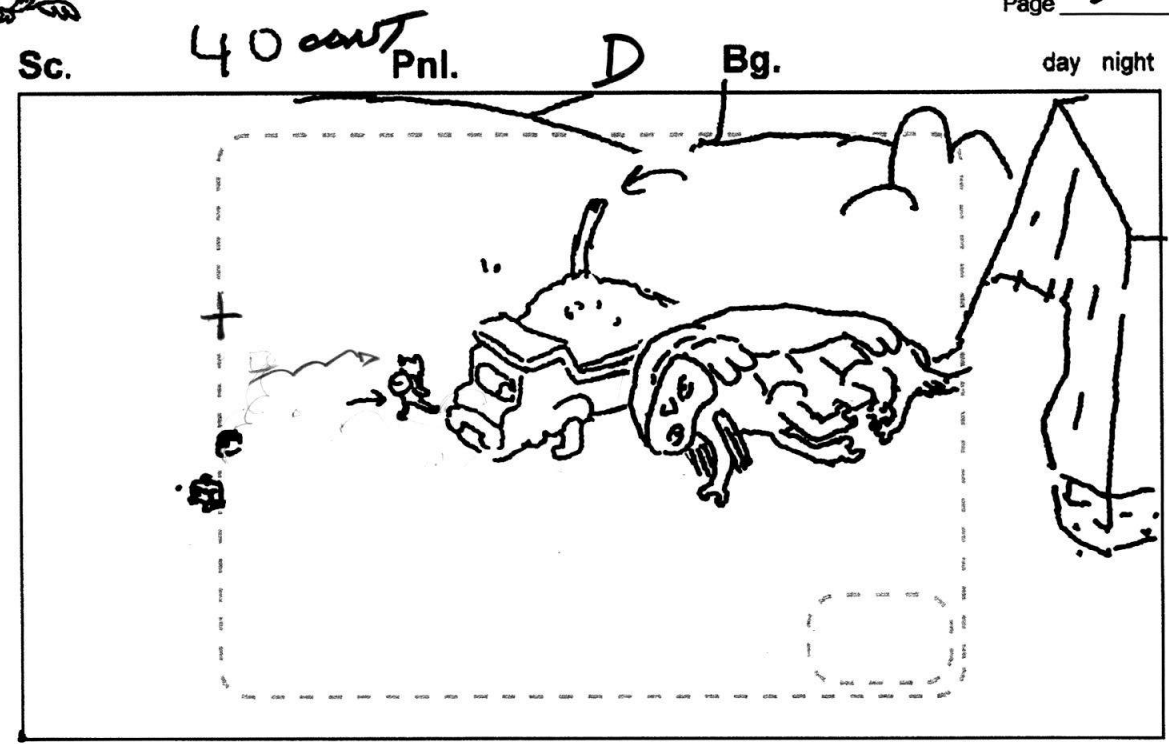
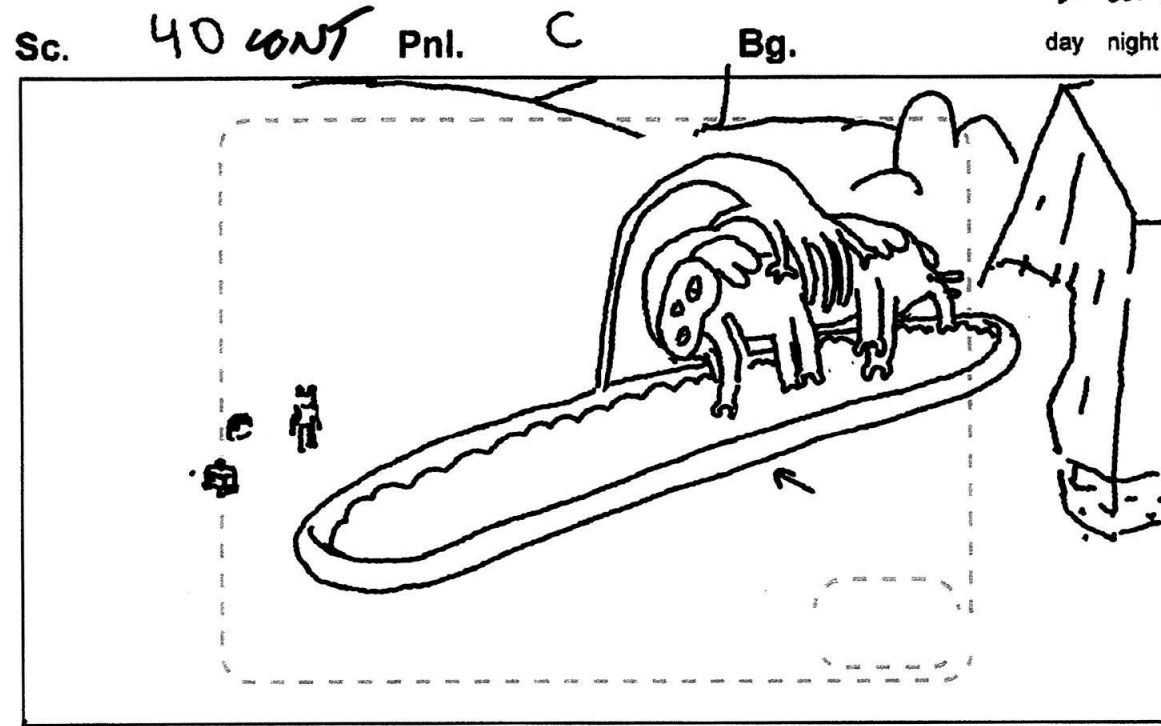
1025/171

1025/171

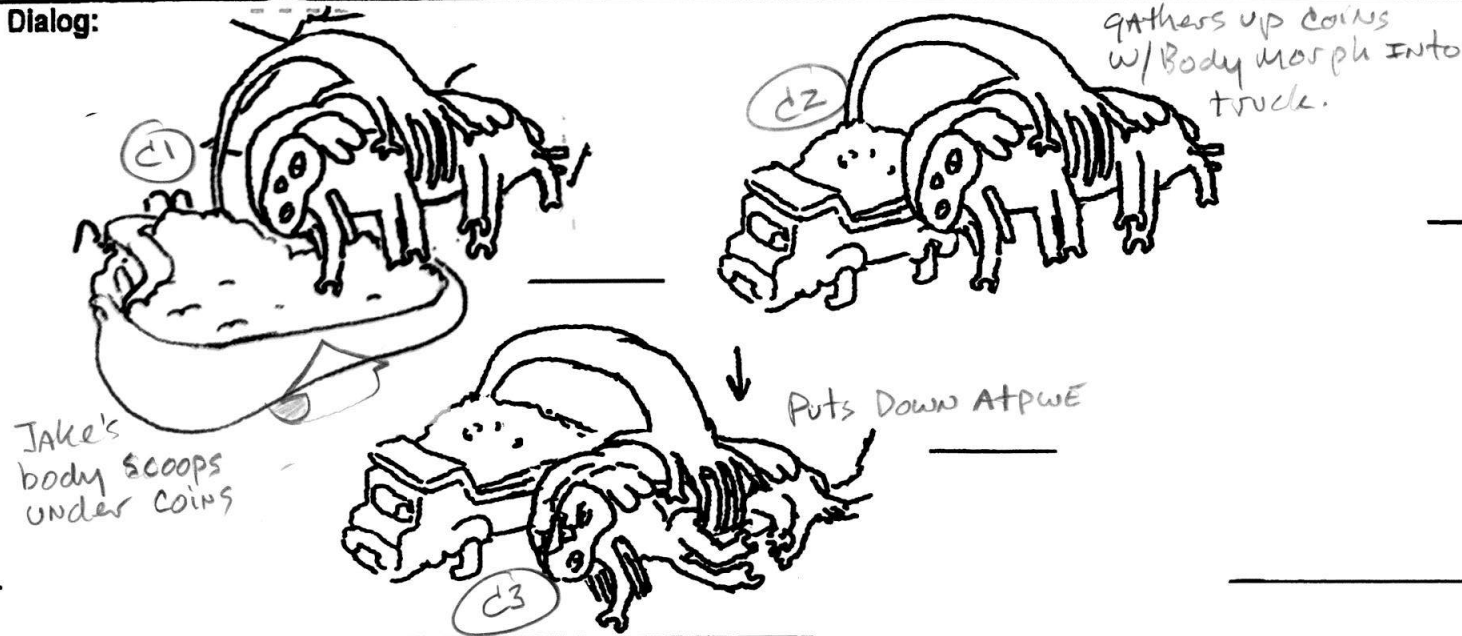
ADVENTURE TIME



Page 37



Dialog:



FIN WALKS TOWD Jake/truck

JAN 14 2014

FINN GETS INTO TRUCK.



FIN OPENS DOOR

closes door

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Production :

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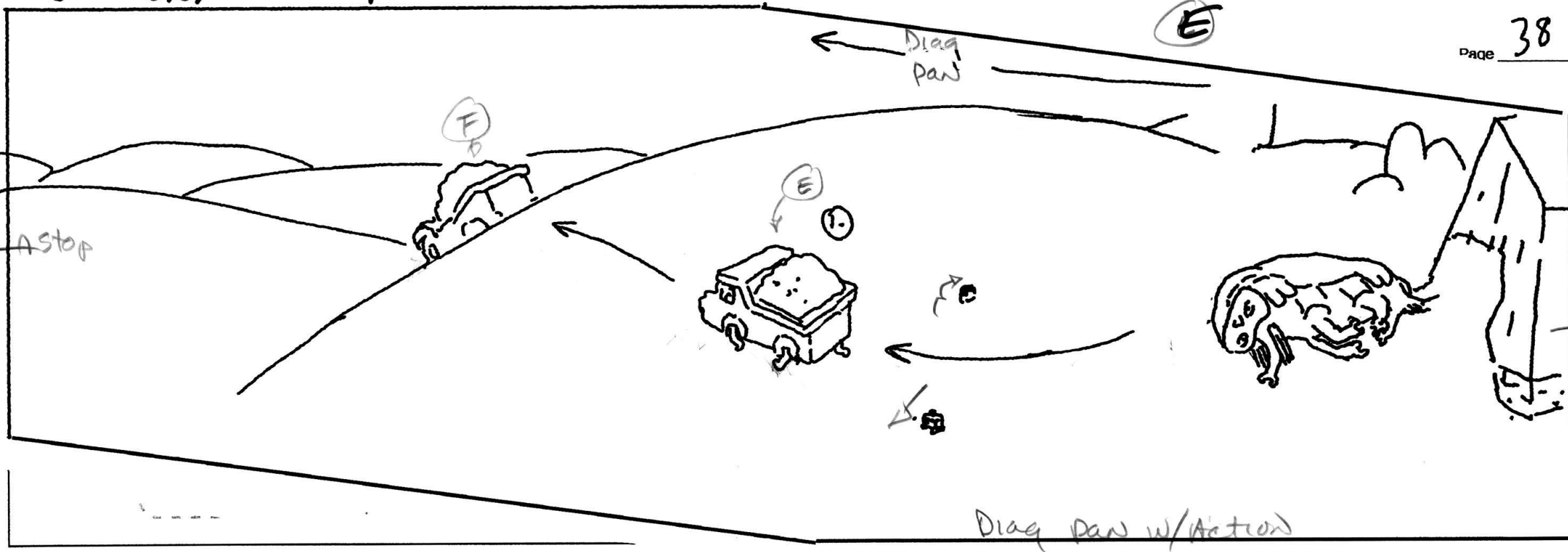
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SL 40 CONT

F



(E)



| | |
|---------|---|
| Dialog: | APTWE : I CONTINUE TO CHILL ... |
| Action: | Bao & Nepter move apart As Dale/truck moves past |
| Timing: | |



JAN 14 2014

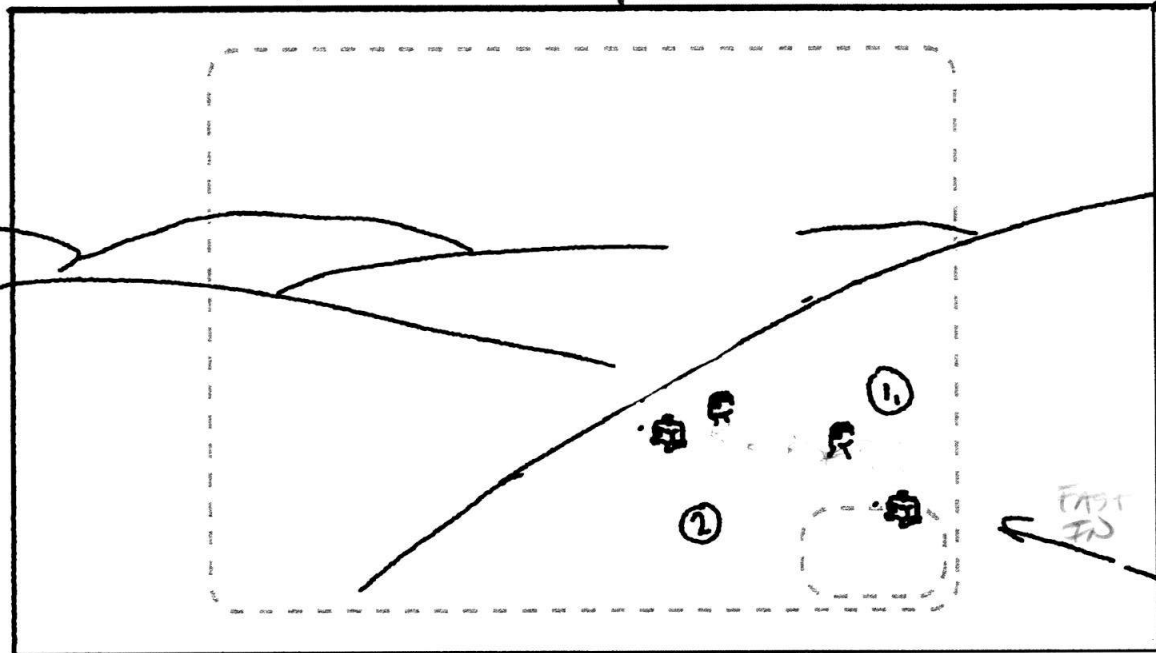
1025 - 171
EPISODE #
1025/171
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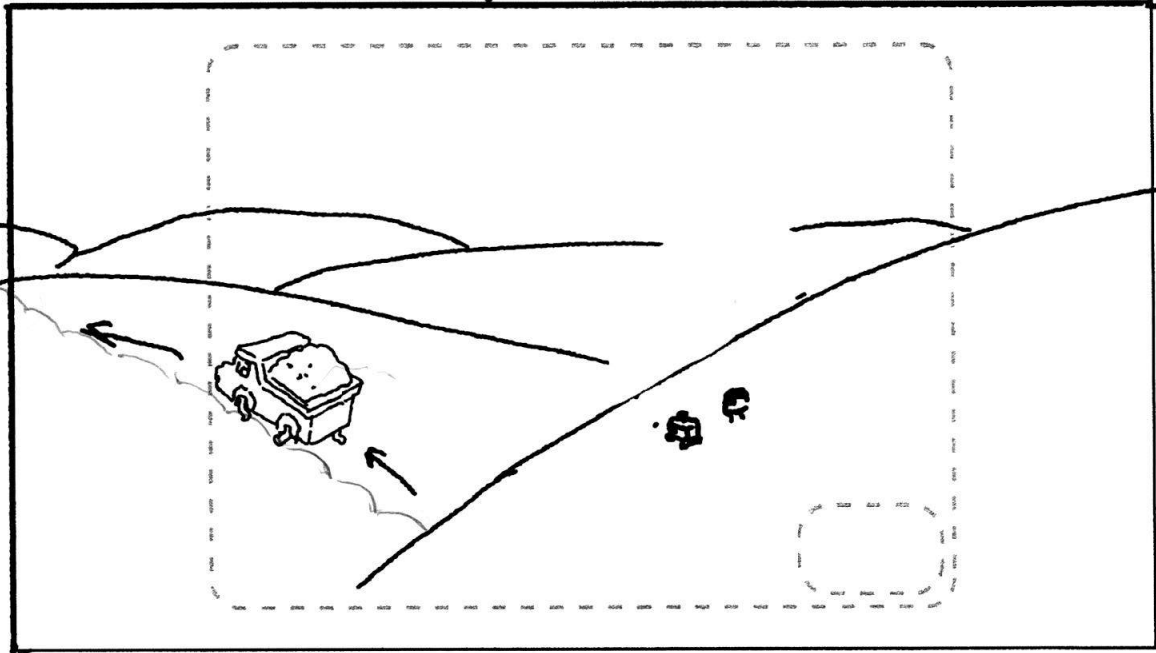
ADVENTURE TIME



Sc. 40 cont Pnl. G Bg. day night



Sc. 40 cont Pnl. H Bg. day night



| | |
|---------|--------------------------------------|
| Dialog: | BMO: Come on Nottingham |
| Action: | BMO AND NEPTER chase after s. TRUCK. |
| Timing: | |

Cut w/ voice post

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EPISODE # 1025/171

Production :

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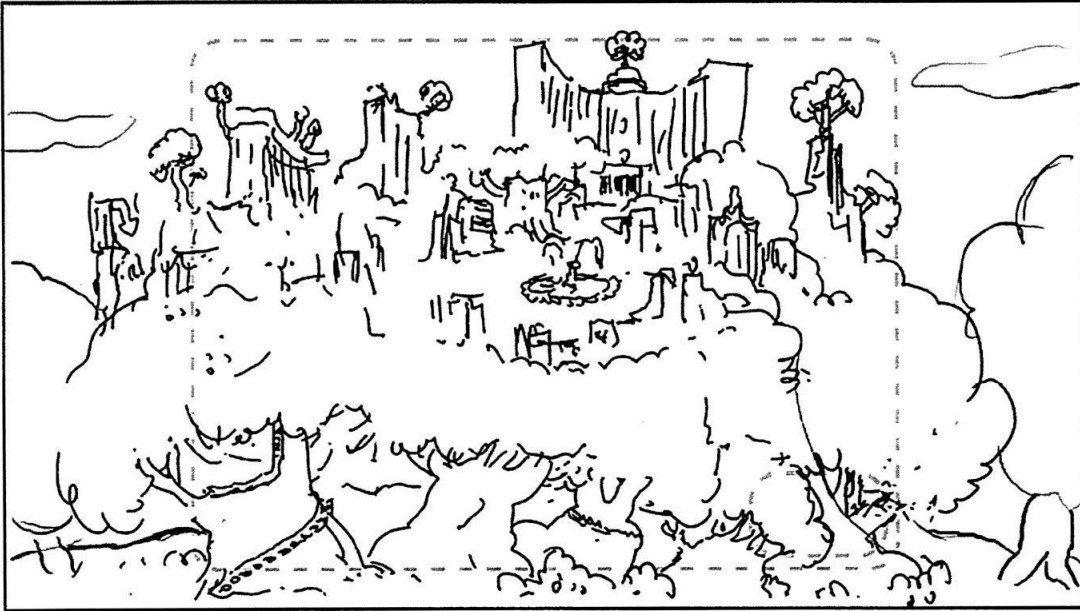
ADVENTURE TIME



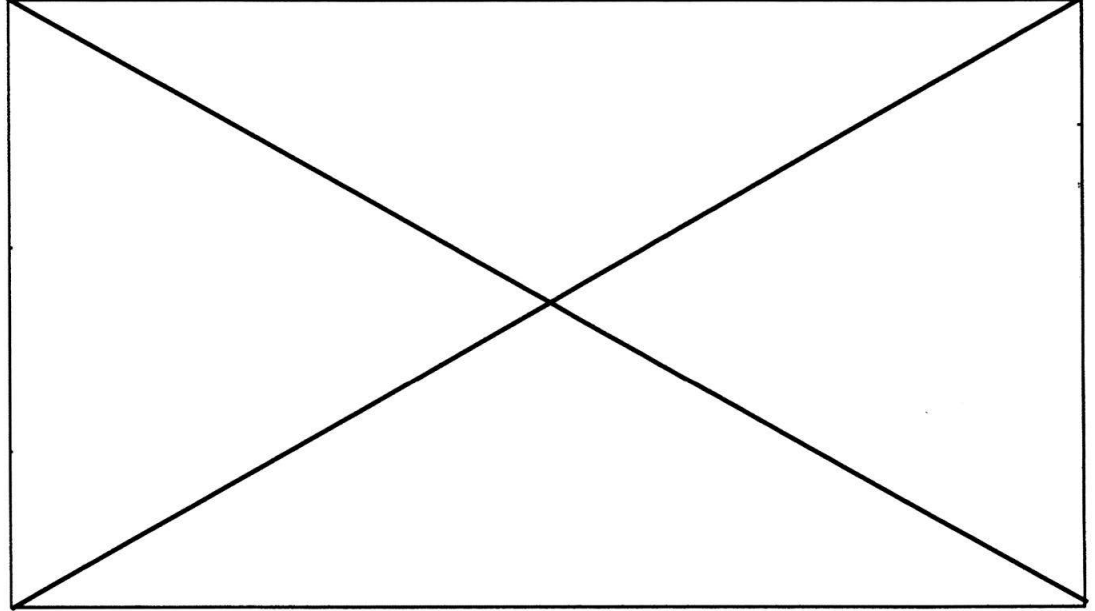
No Sc. 42

Page 40

Sc. 41 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action:

(WILD BERRY Kingdom)

Timing:

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Production :

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ADVENTURE TIME



Page **41**

Sc. **43**

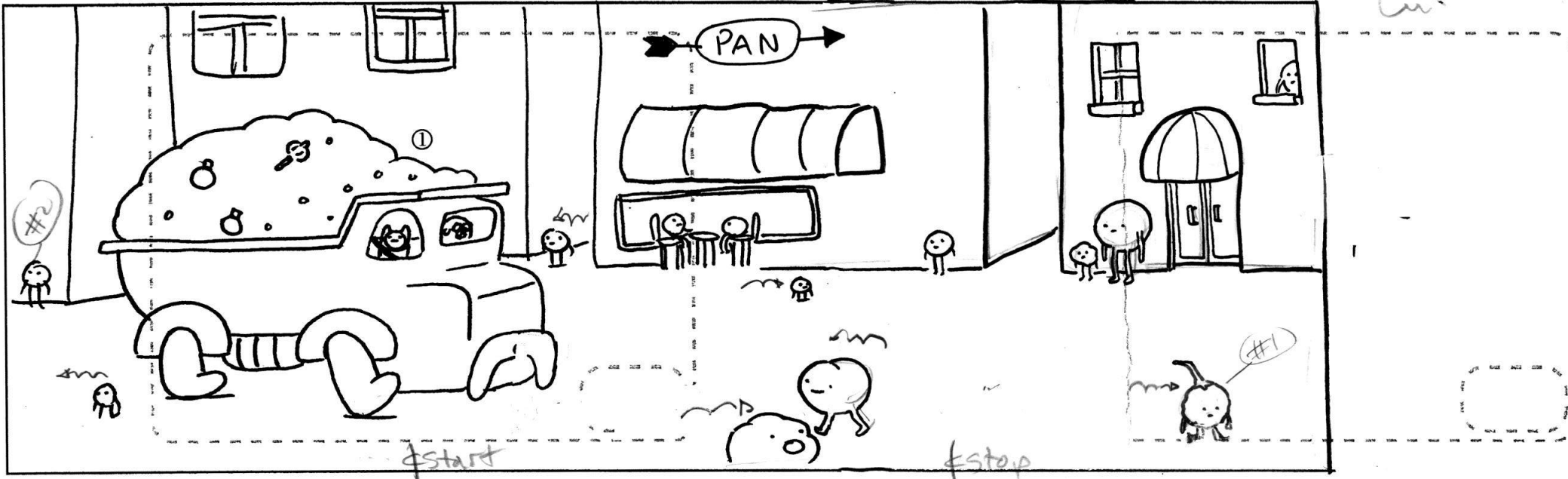
Pnl. **A**

Bg.

day night



Cut



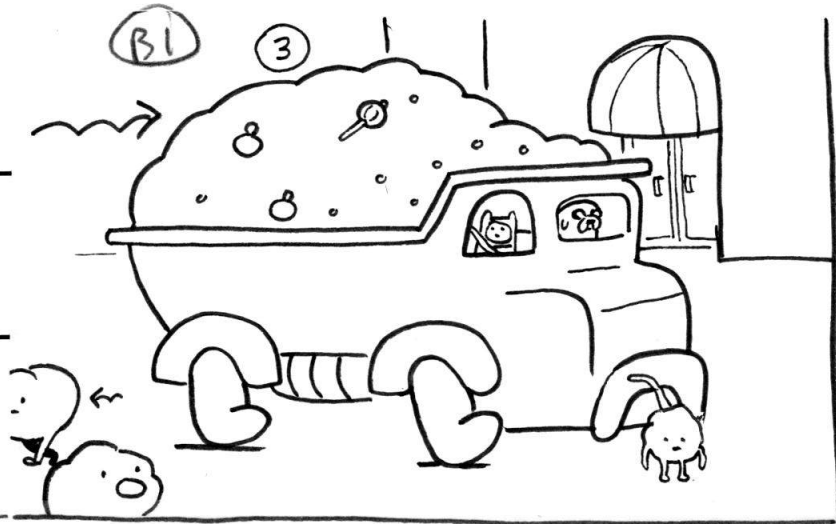
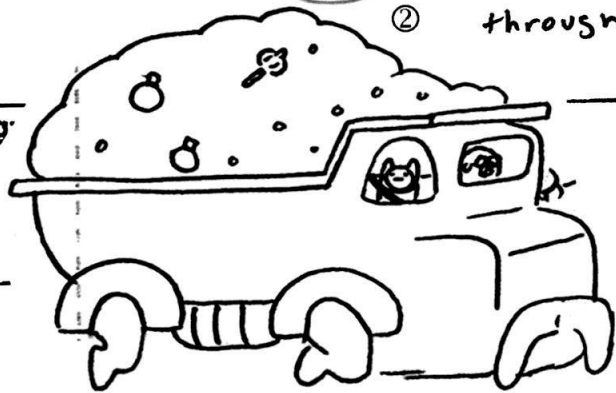
Dialog:



Action:

A1 B6 pans as **(F+J)** walk through city

Timing:



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Cut

ADVENTURE TIME



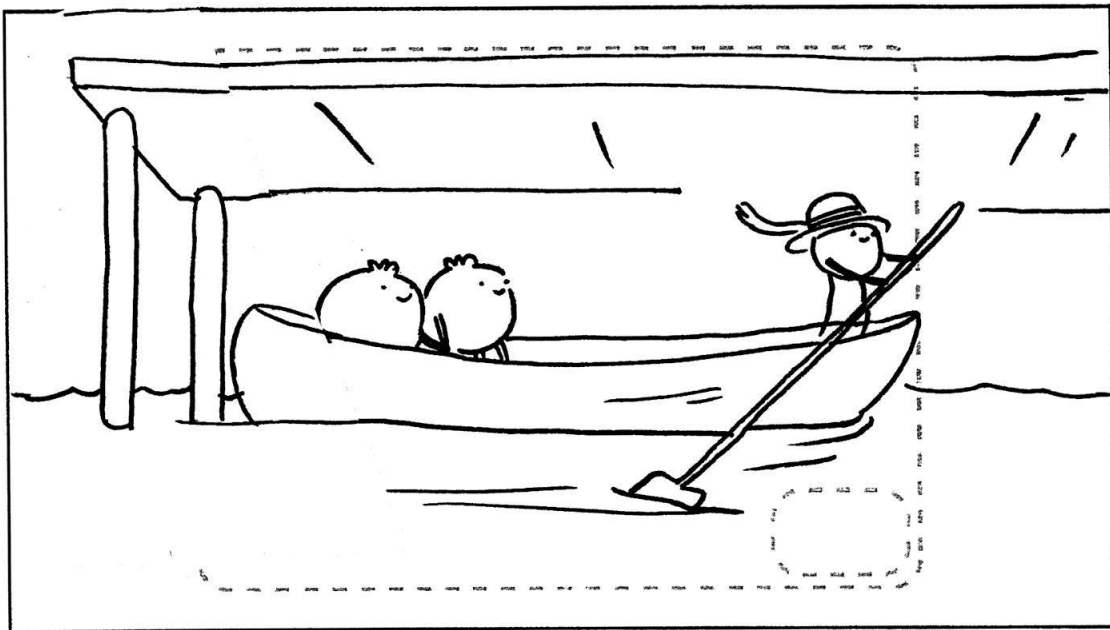
Page 42

Sc. 44

Pnl. A

Bg.

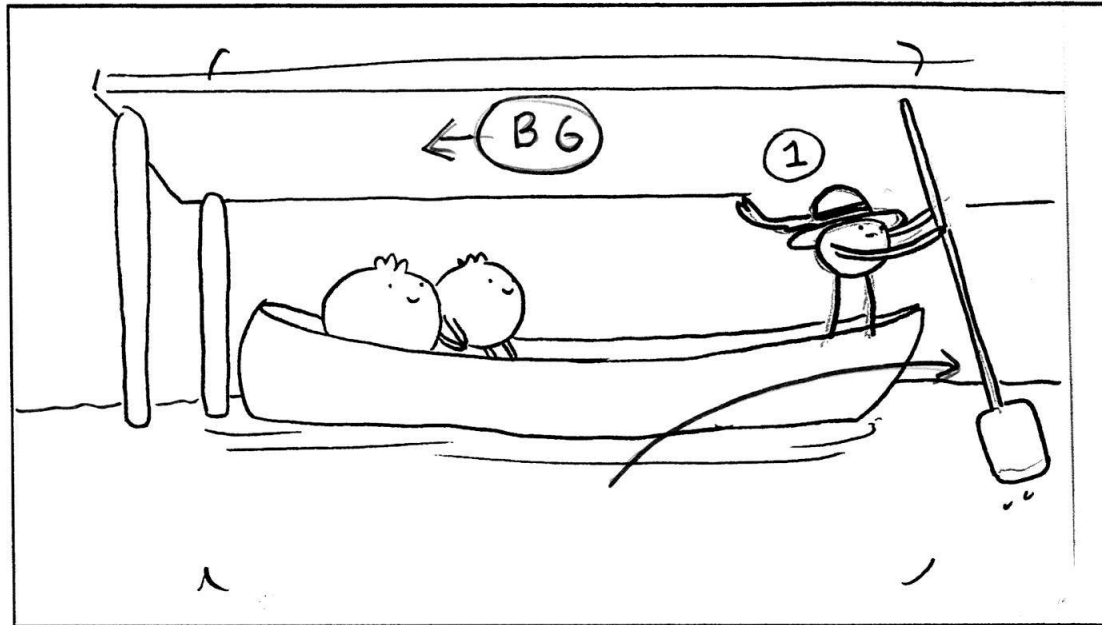
day night



Sc. 44 CONT Pnl. B

Bg.

day night



Dialog:

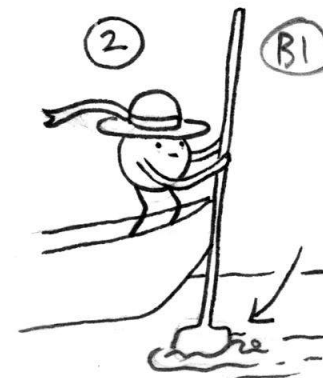
Action:

- JUICE CANAL

Two blue berries in a gondola /
pepper berry rows.

Timing:

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Cut

ADVENTURE TIME

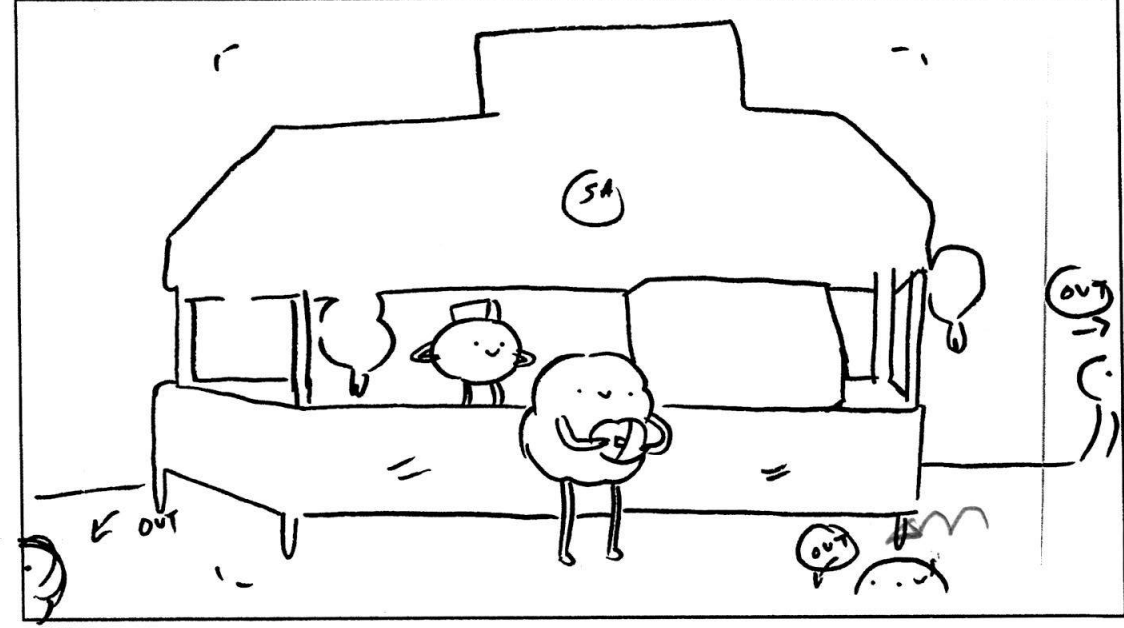
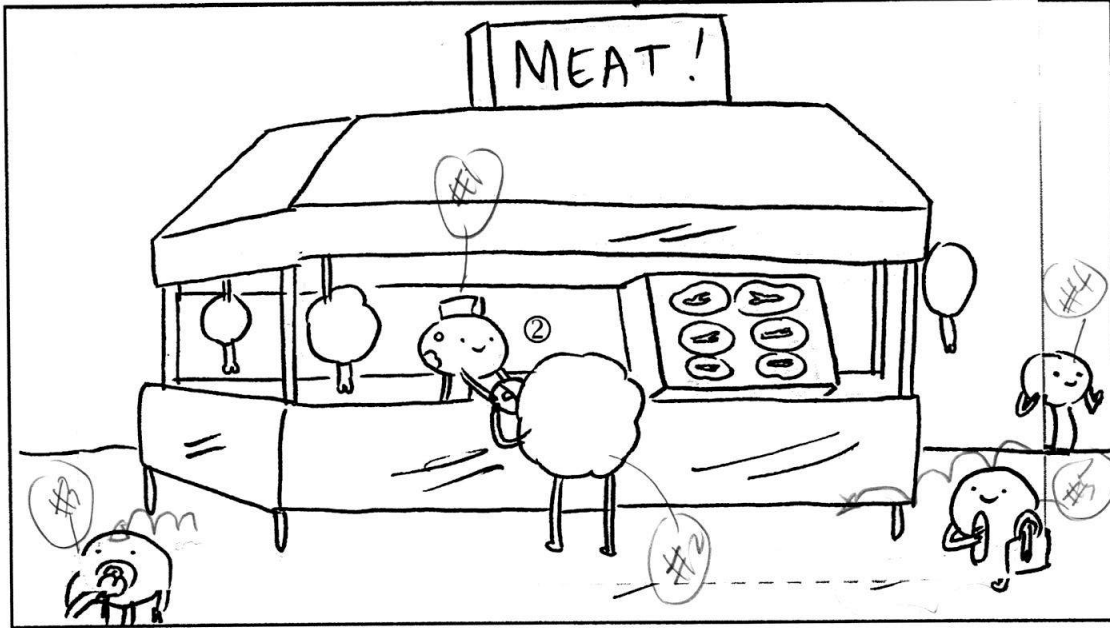


Page 43

Cut

Sc. 45 Pnl. A Bg. day night

Sc. 45 Pnl. B Bg. day night



Dialog:

JAN 14 2014

Action:

(FARMER'S MARKET)
ALL MEAT

-RASBERRY turns around holding
meat in paper

Timing:



EPISODE #

1025-171

1025/171

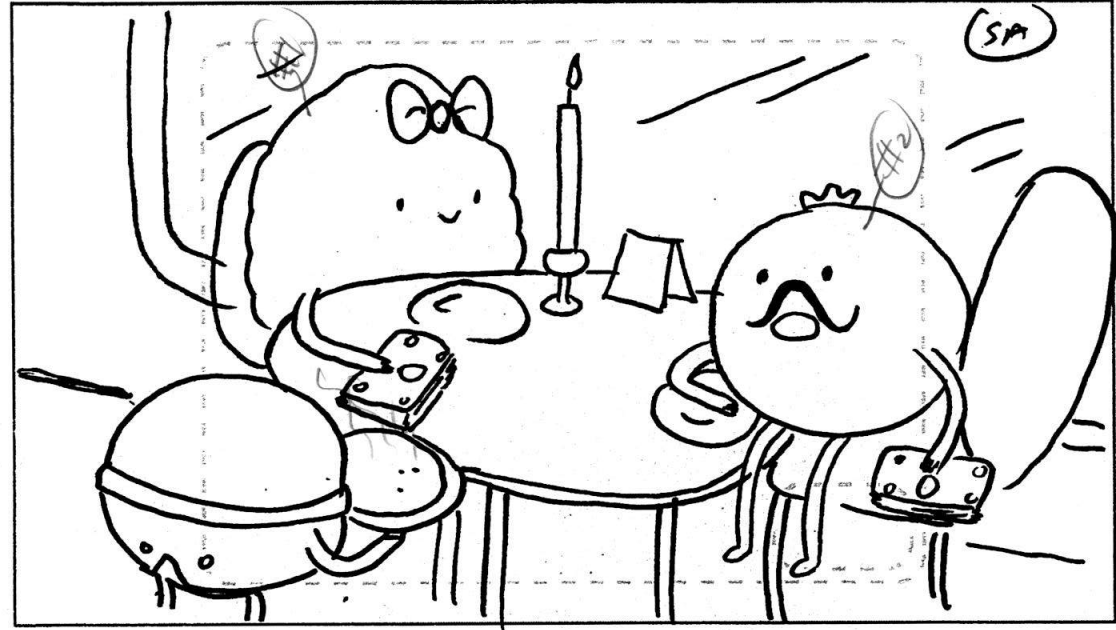
Production :

1025/171

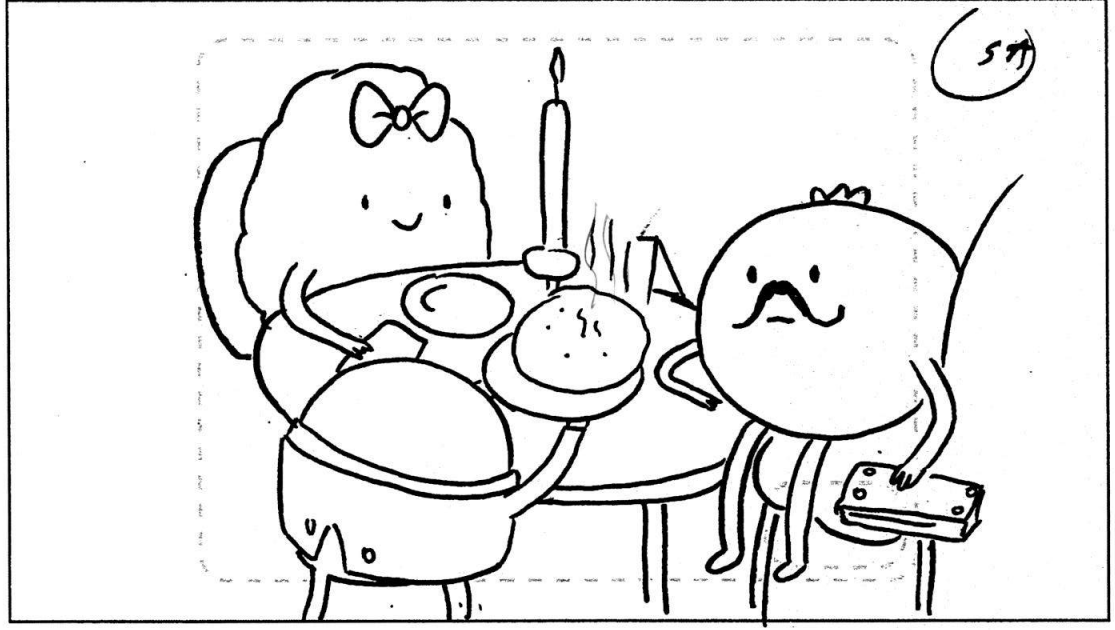
ADVENTURE TIME



Sc. 44 Pnl. A Bg. day night



Sc. 44 CONT Pnl. B Bg. day night



| | |
|---------|----------------------------|
| Dialog: | blue berry man - THANK YOU |
| Action: | SET'S DOWN THE MEAT |
| Timing: | |



JAN 14 2014

EPISODE # 1025-171

Production :

1025/171

1025/171

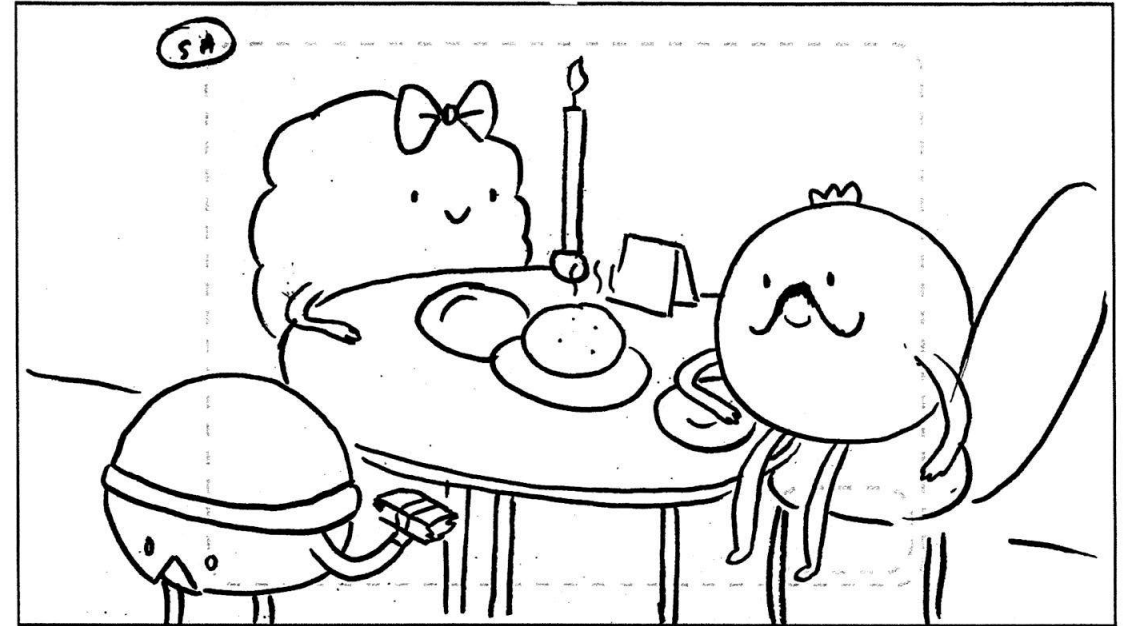
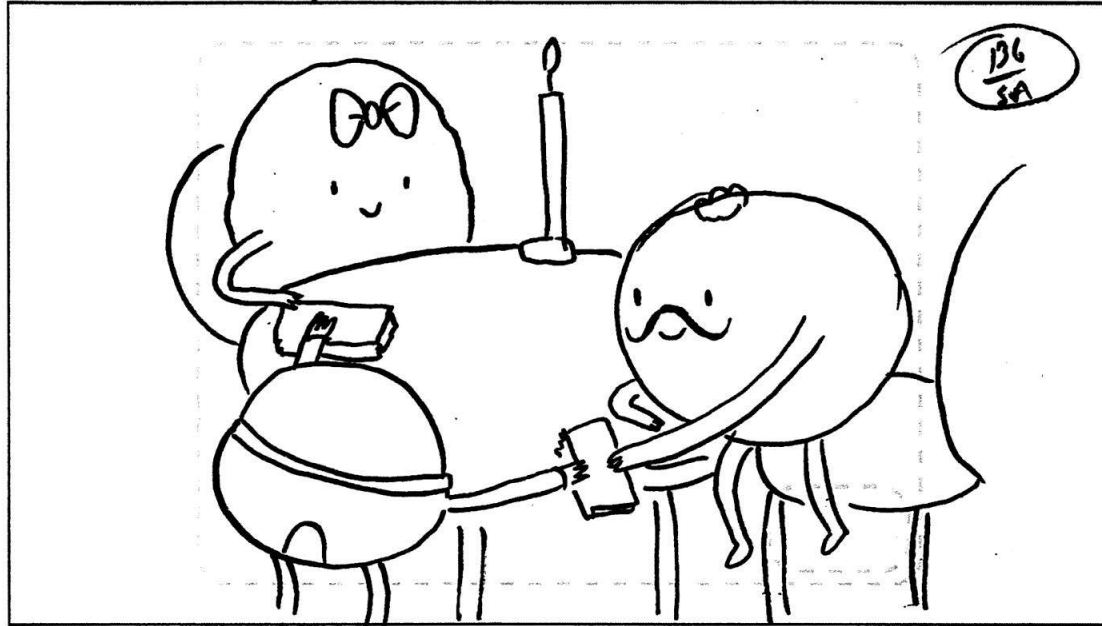
ADVENTURE TIME



Page 45

Sc. 46 CONT Pnl. C Bg. day night

Sc. 46 CONT Pnl. D Bg. day night



| | |
|---------|------------------|
| Dialog: | |
| Action: | (hands 'em menu) |
| Timing: | |

JAN 14 2014

Cut

1025-171

EPISODE #

1025/171

Production :

1025/171

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1025/171

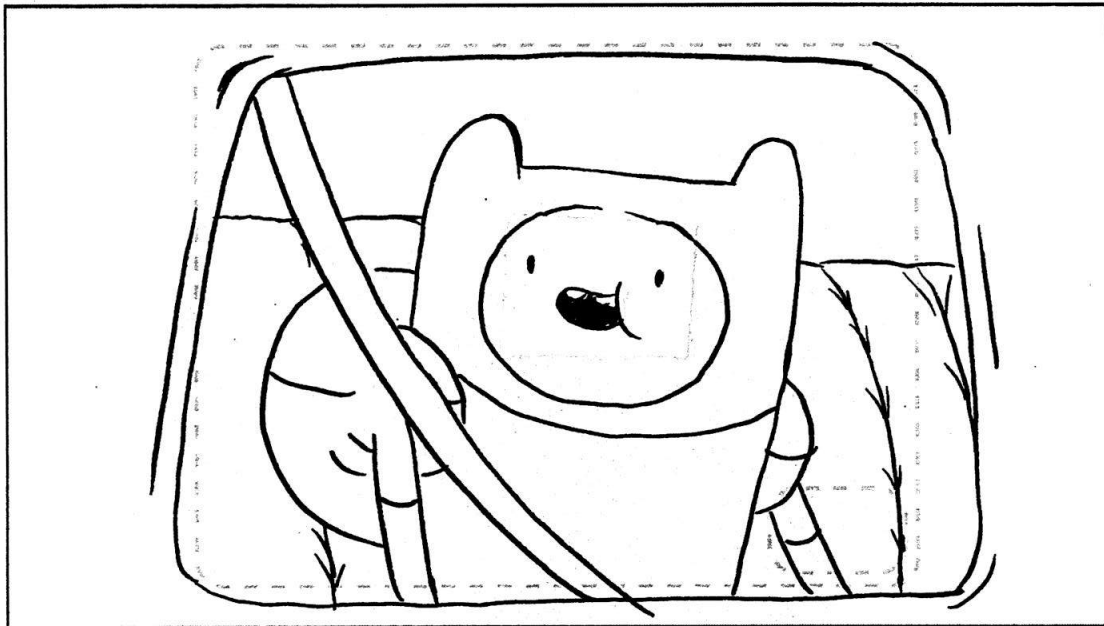
Cut

ADVENTURE TIME

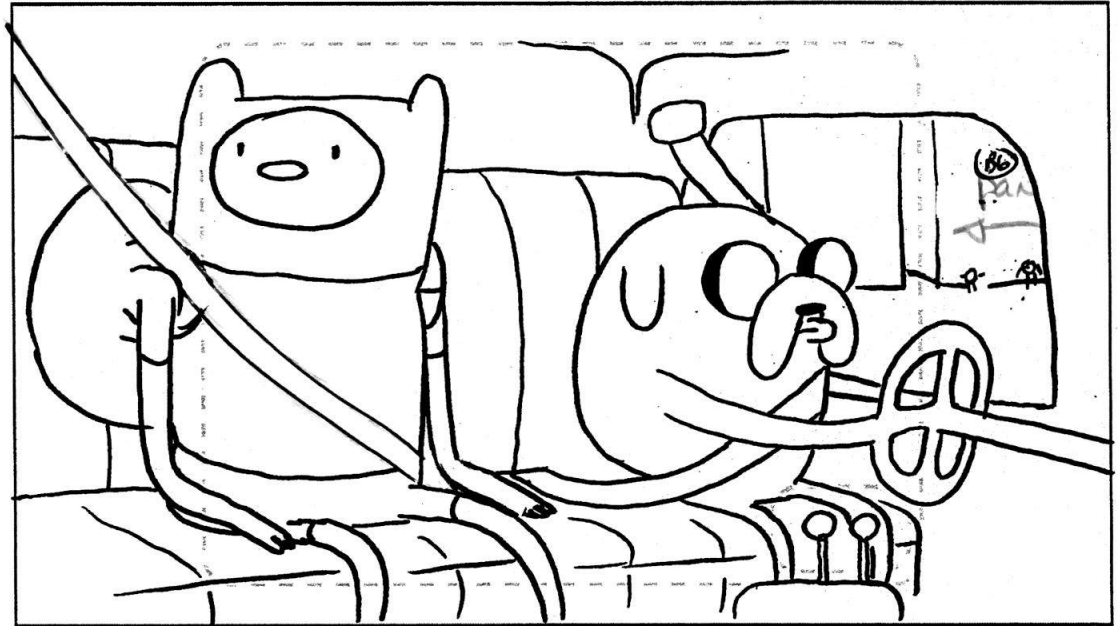


Page 46

Sc. 47 Pnl. A Bg. day night



Sc. 48 Pnl. A Bg. day night



Dialog:

(F) NICE PLACE !

Action:

(START POSE)

JAN 14 2014

Timing:

Production :

EPISODE #

1025-171

1025/171

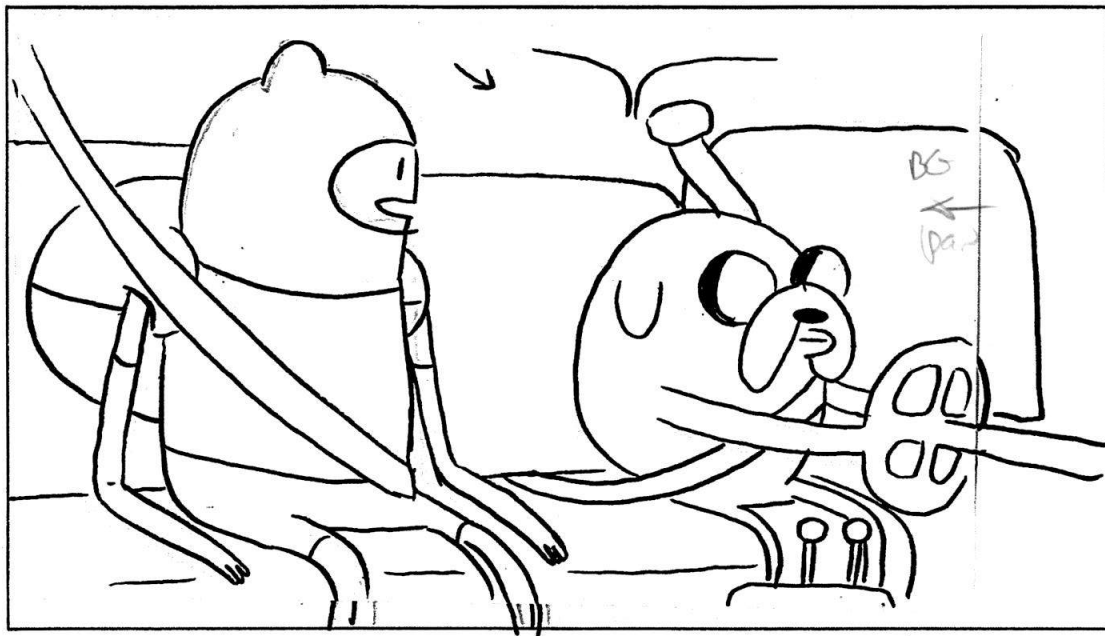
1025/171

ADVENTURE TIME

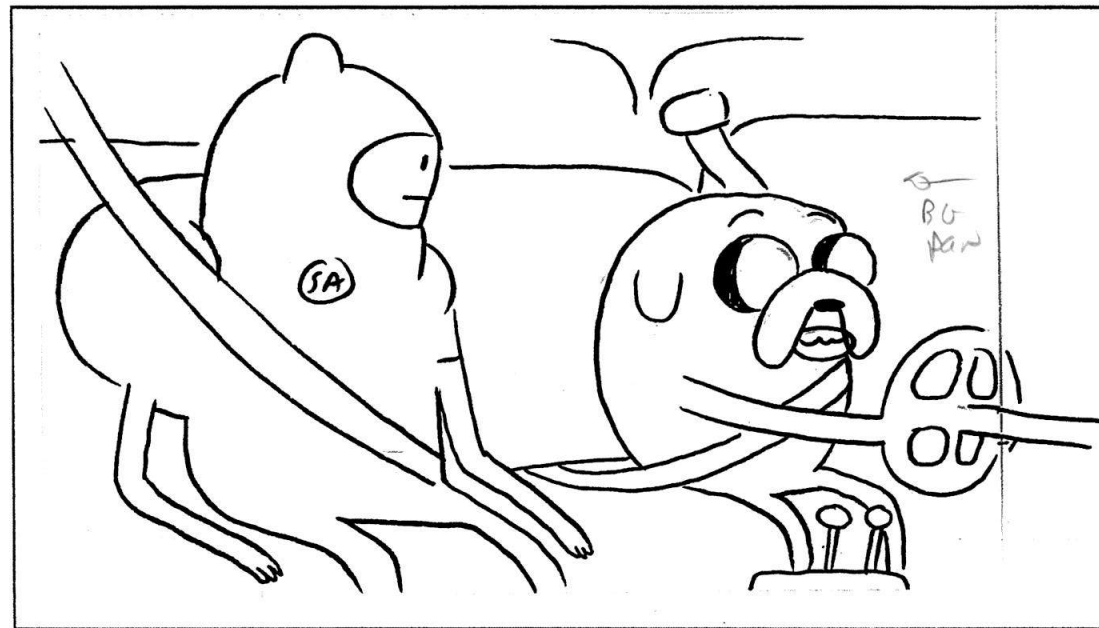


Page 47

Sc. 48 *cont* Pnl. B Bg. day night



Sc. 48 *cont* Pnl. C Bg. day night



Dialog:

(F) SO HOW ARE WE GUNNA
SPEND ALL THIS gish?

(J) I DON'T KNOW, I've
never really spent money
before.

Action:

JAN 14 2014

Timing:

EPISODE #

Production :

1025-171

1025/171

1025/171

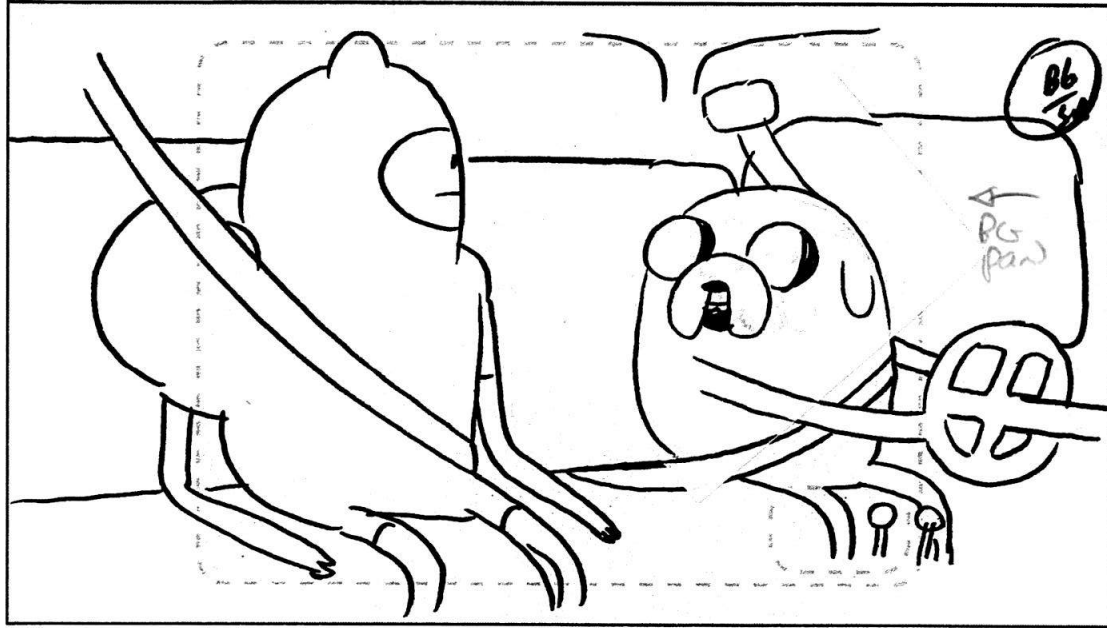
ADVENTURE TIME



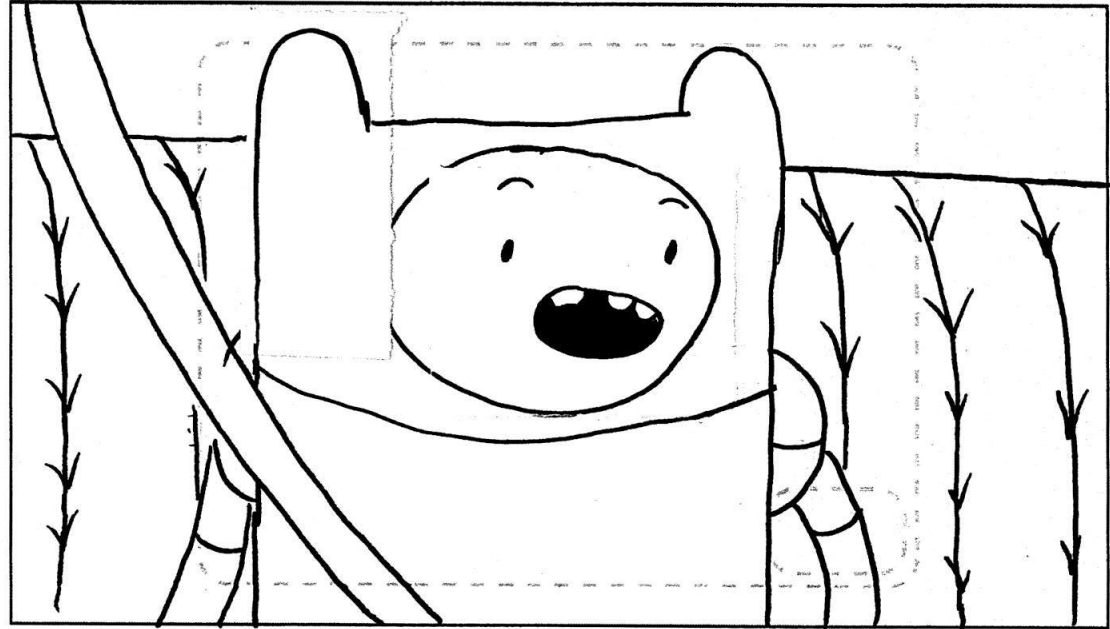
49
Cut

Page 48

Sc. 48 *cont* Pnl. 1 Bg. day night



Sc. 49 Pnl. A Bg. day night



Dialog:

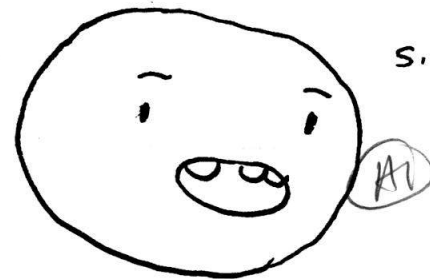
J: I've only stolen it, or
HOARDED it.

Ⓕ

HA! (LIKE FINN THINKS
HE'S JOKING)

Action:

Timing:



S.P.

JAN 14 2014

Production :

EPISODE #

1025-171

1025/171

1025/171

Cut

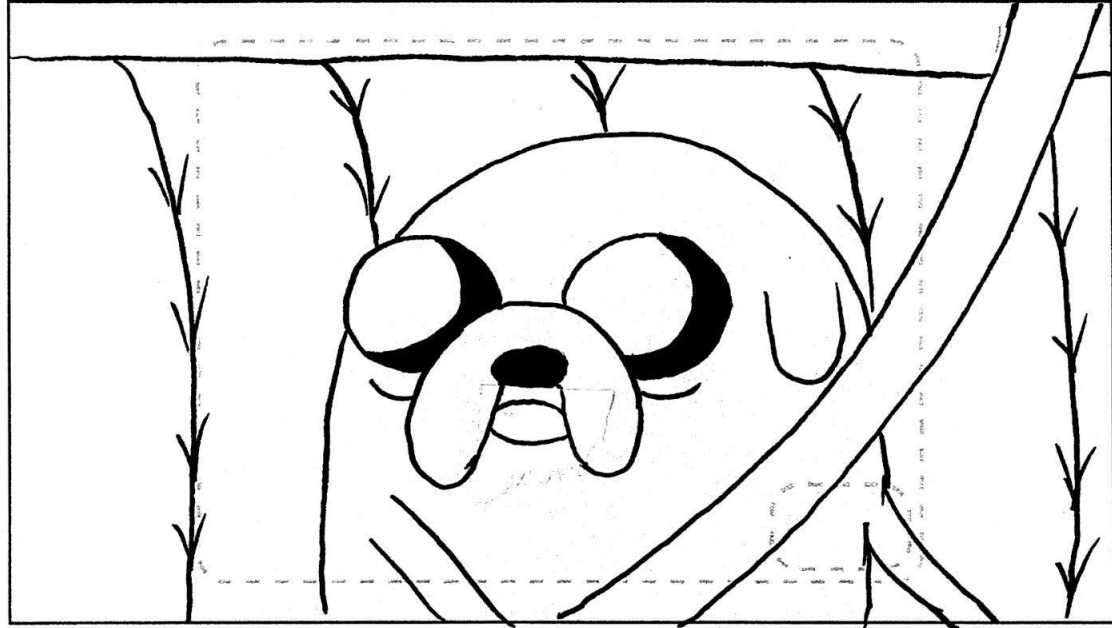
ADVENTURE TIME



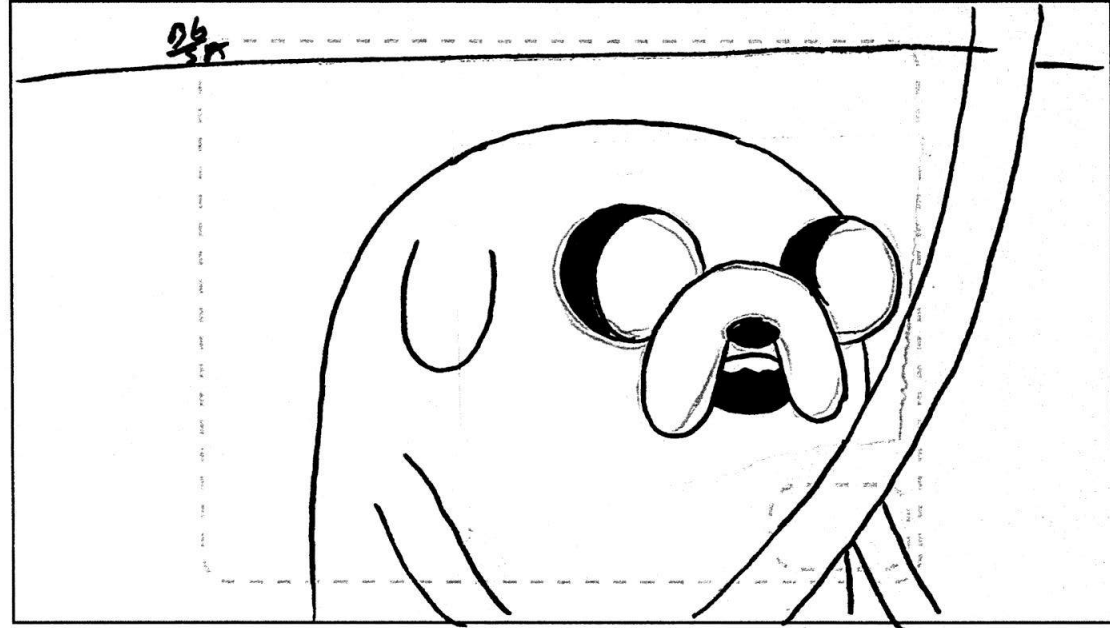
No Sc. 51

Page 49
No PG-50
day night

Sc. 50 Pnl. A Bg. day night



Sc. 50 CONT Pnl. B Bg. day night



Dialog:

⑤ Heh. (Said weakly,
LIKE HE'S HAUNTED
BY WHAT HE'S DONE)

⑤ (DISMISSIVE) so Here
we are the middle
of town.

Action:

Timing:

JAN 14 2014

EPISODE #

1025-171

Production :

1025/171

1025/171

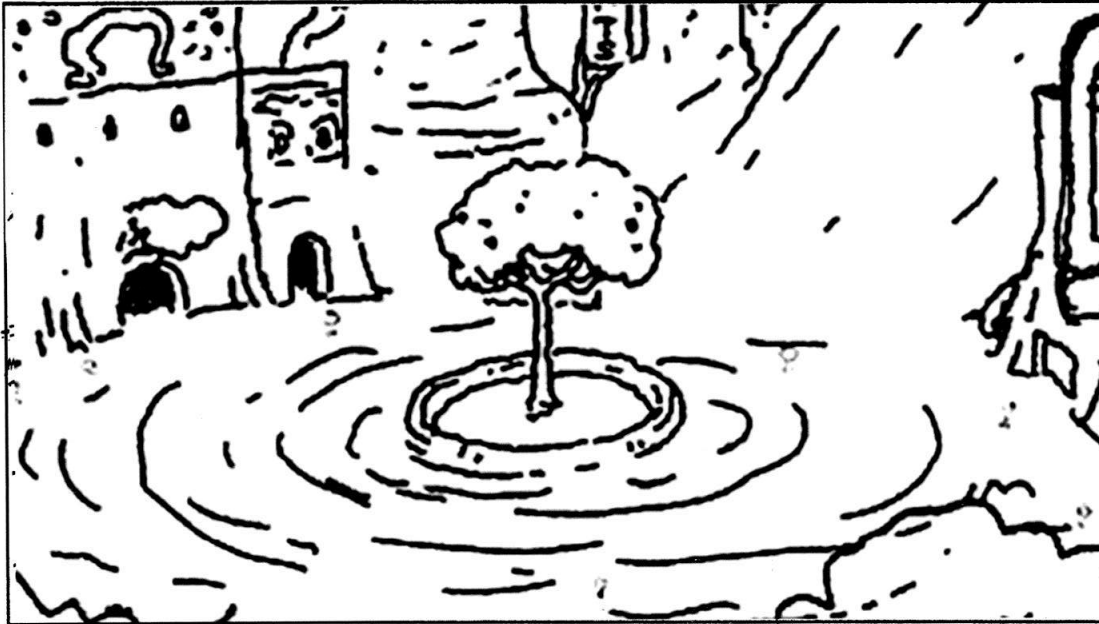
1025/171

ADVENTURE TIME



Page 51

Sc. 52 Pnl. A Bg. day night



Sc. 52 cont Pnl. B Bg. day night



| | | |
|---------|------------------|---------------------|
| Dialog: | BERRY LADS | |
| Action: | CITIZENS WALKING | walks past fountain |
| Timing: | JAN 14 2014 | |

EPISODE # 1025-171

Production :

1025/171

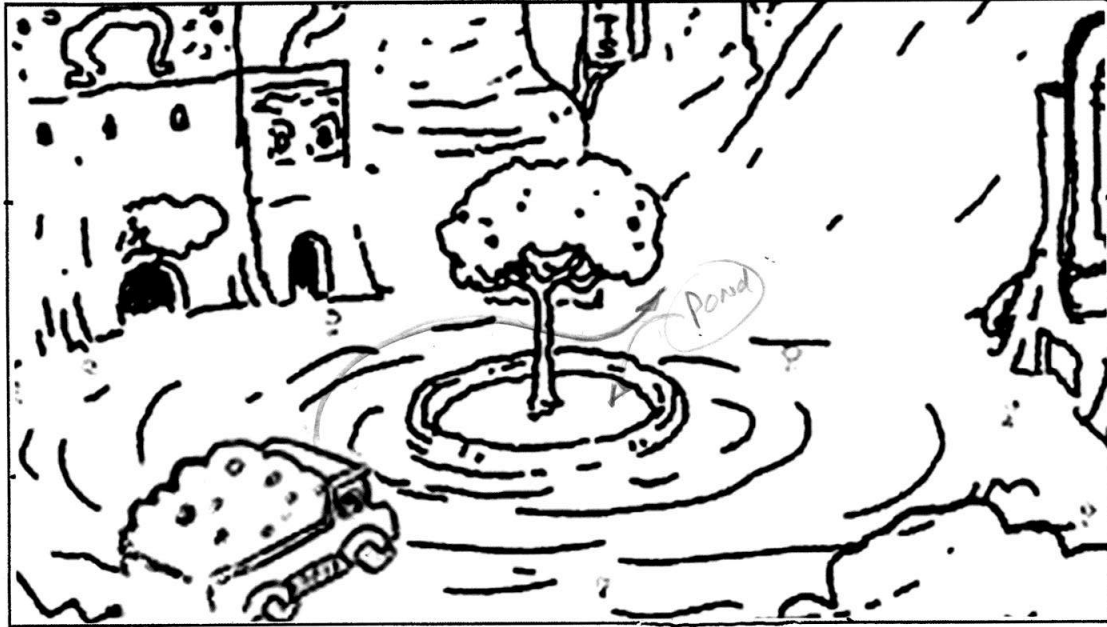
1025/171

ADVENTURE TIME



Page 52
22A NEXT
day night

Sc. 52 CONT Pnl. C Bg. day night



Sc. 52 CONT Pnl. D Bg. day night



Dialog:

Action:

(REVERSES IN)

(DUMPS IN TREASURE)

Timing:

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Production :

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ADVENTURE TIME



Page 52A

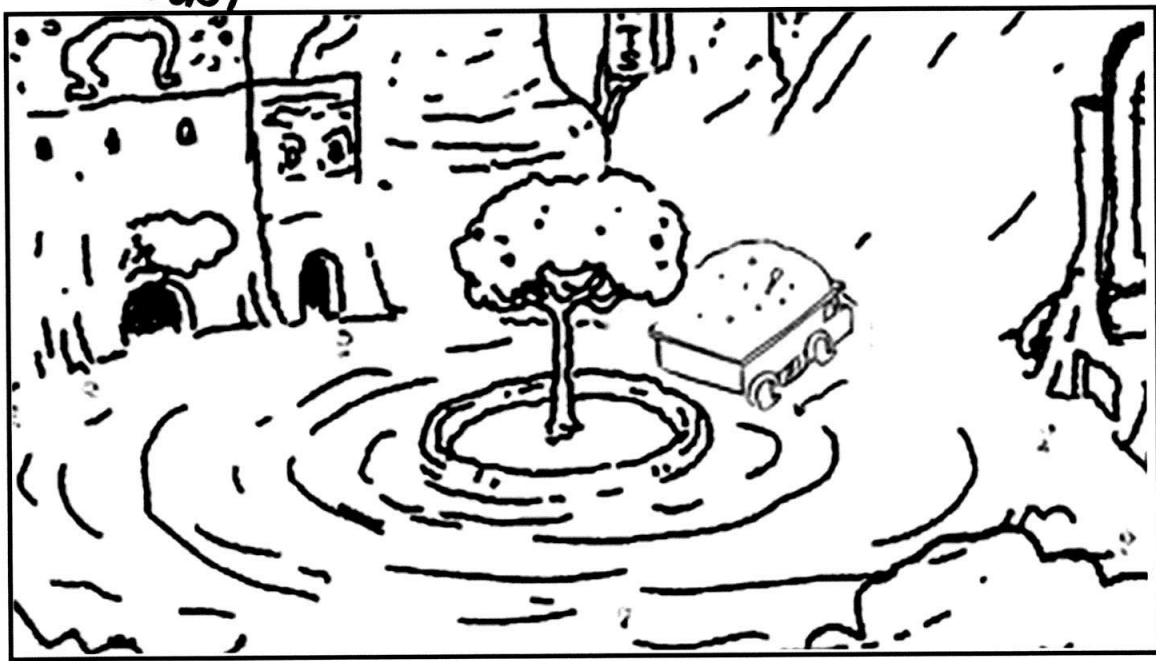
~~52~~ **B** NEXT

Sc. 52 *cont*

Pnl. E

Bg.

day night

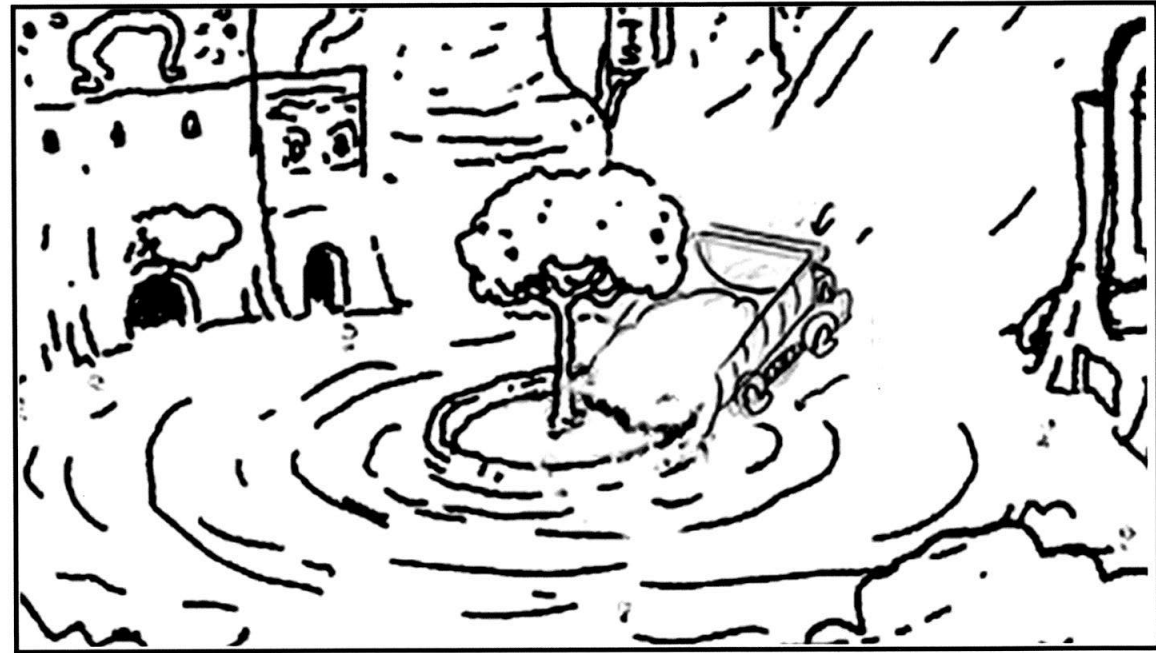


Sc. 52 *cont*

Pnl. F

Bg.

day night



| |
|---------|
| Dialog: |
| Action: |
| Timing: |

JAN 14 2014

EPISODE # 1025-171

1025/171

Production:

1025/171

ADVENTURE TIME



Page 52B
53 NEXT
day night

Sc. 52 *cont*

Pnl. G

Bg.

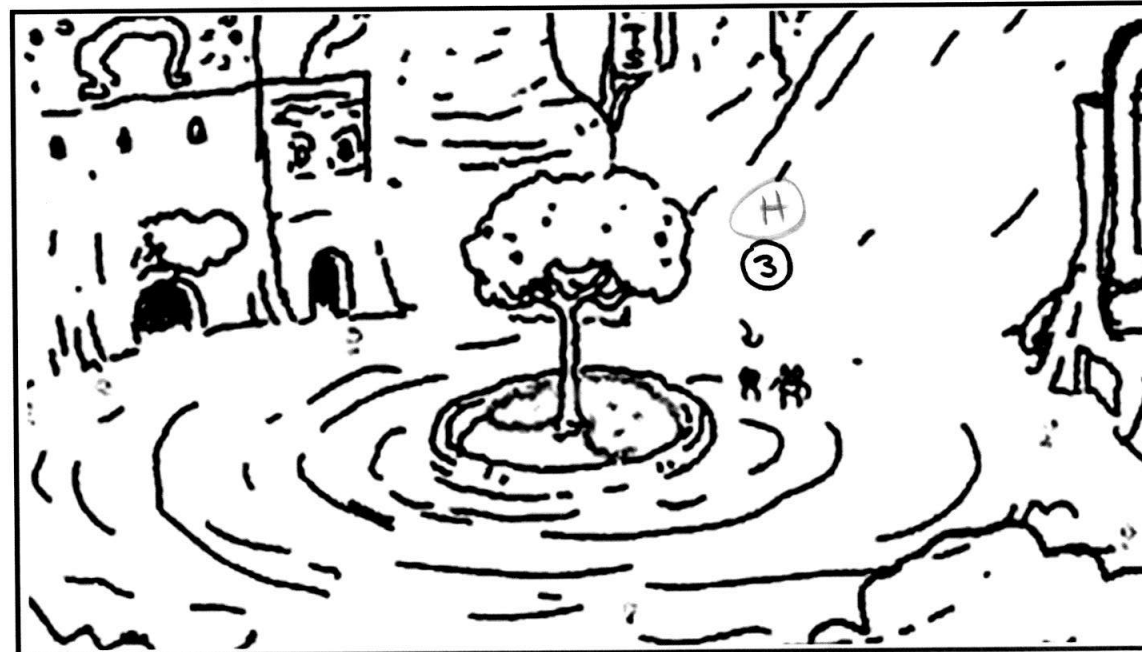
day night



Sc. 52 *cont*

Pnl. H

Bg.



Dialog:

Action:

Timing:

DETAIL:
FINN CLIMBS
OUT WINDOW



- FINN JUMPS OUT
- JAKE TRANSFORMS &
TURNS AROUND



JAN 14 2014

EPISODE # 1025-171

1025/171

Production:

1025/171

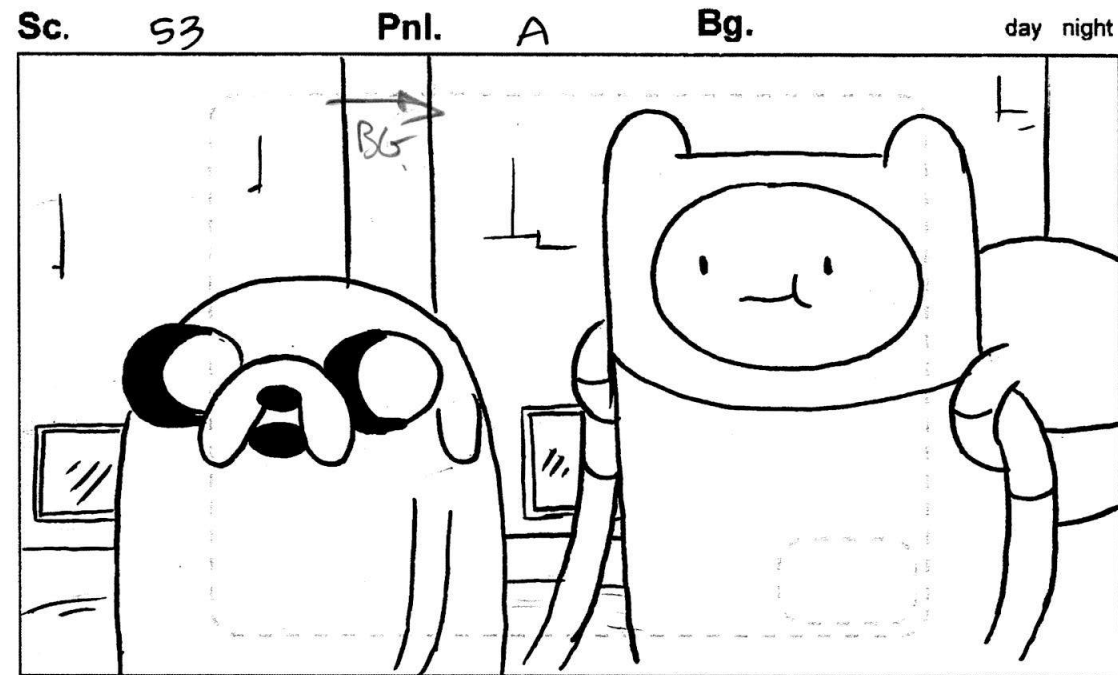
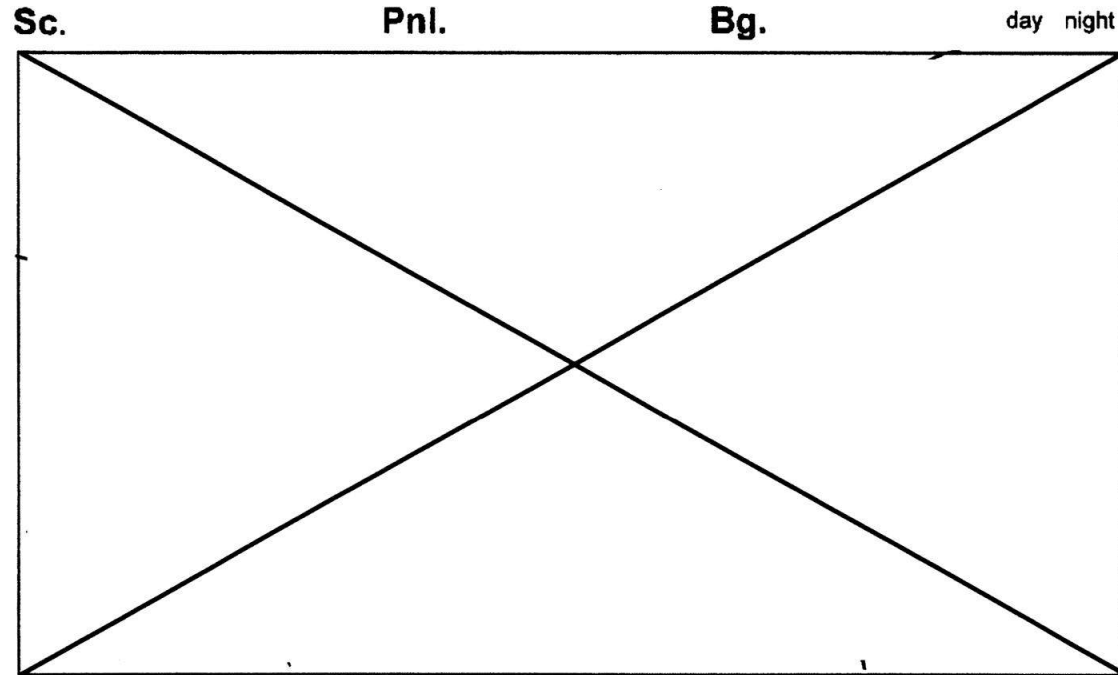
ADVENTURE TIME



Hu
Cut

Page 53

Hu
Cut



Dialog:

⑤ Let's parse out some
dough to
spend.

Action:

JAN 14 2014

Timing:

EPISODE # 1025-171

1025/171

Production :

1025/171

1025/171

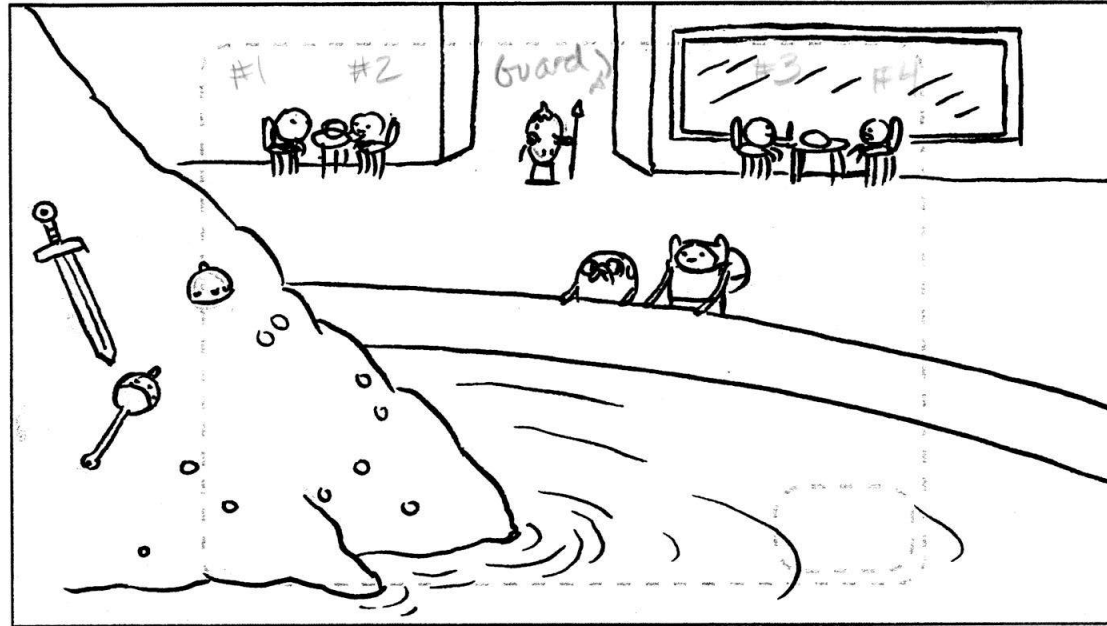
HU
cut

ADVENTURE TIME

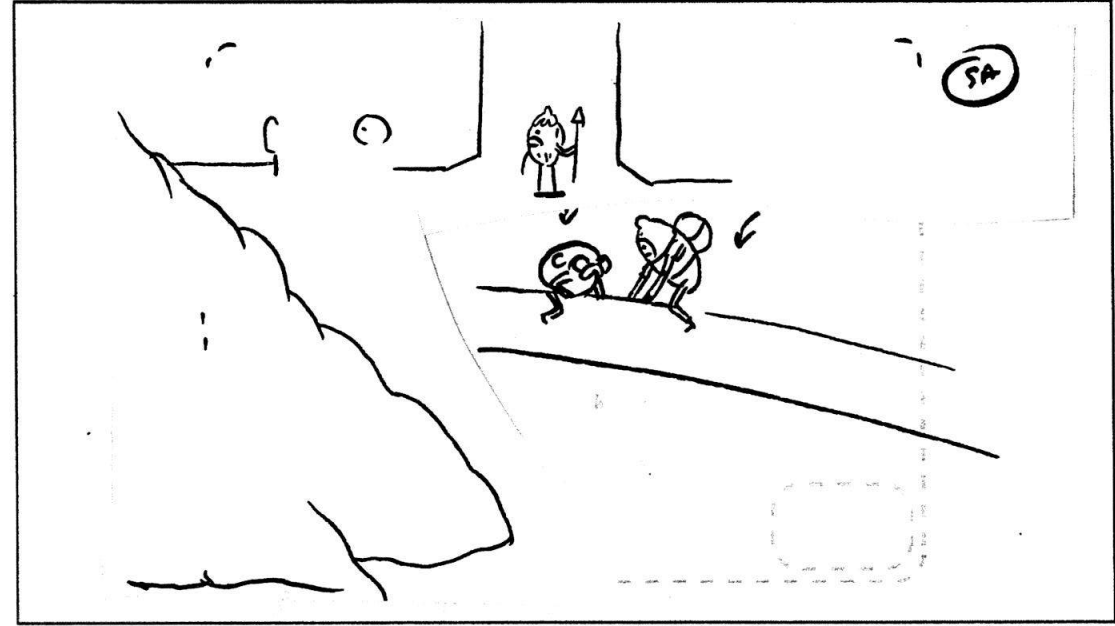


Page 54

Sc. 54 Pnl. A Bg. day night



Sc. 54 CONT Pnl. B Bg. day night



Dialog:

Action:

Timing:

(A2)



turn to look
when guard
yells

(A1)



reach arms
to table



(THEY HOP OVER FOUNTAIN)

JAN 14 2014

Production :

EPISODE #

1025-171

1025/171

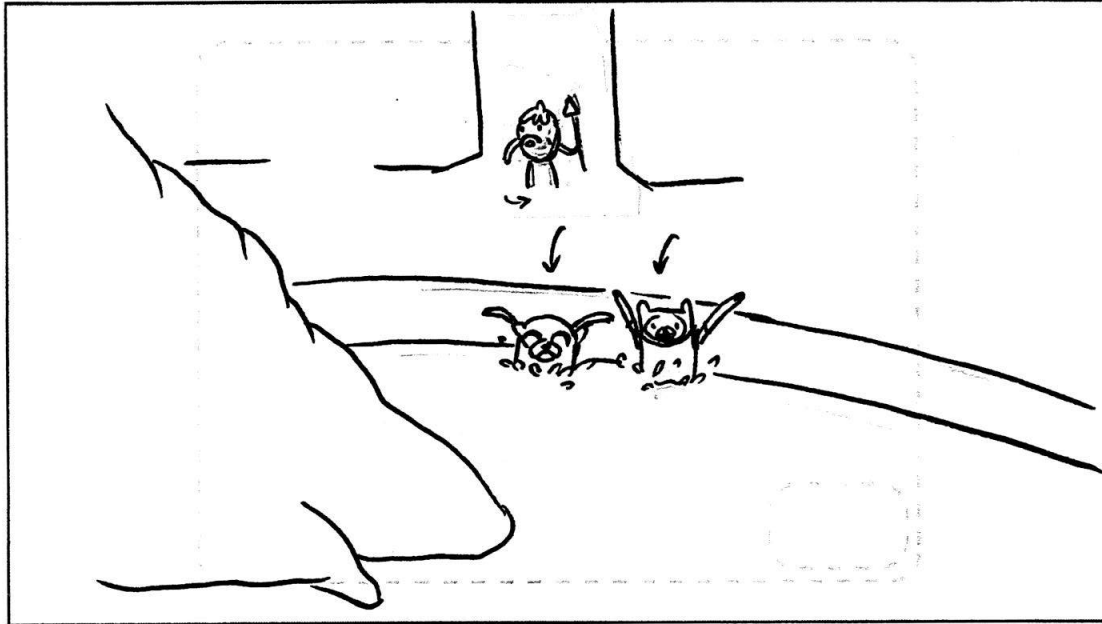
1025/171

ADVENTURE TIME

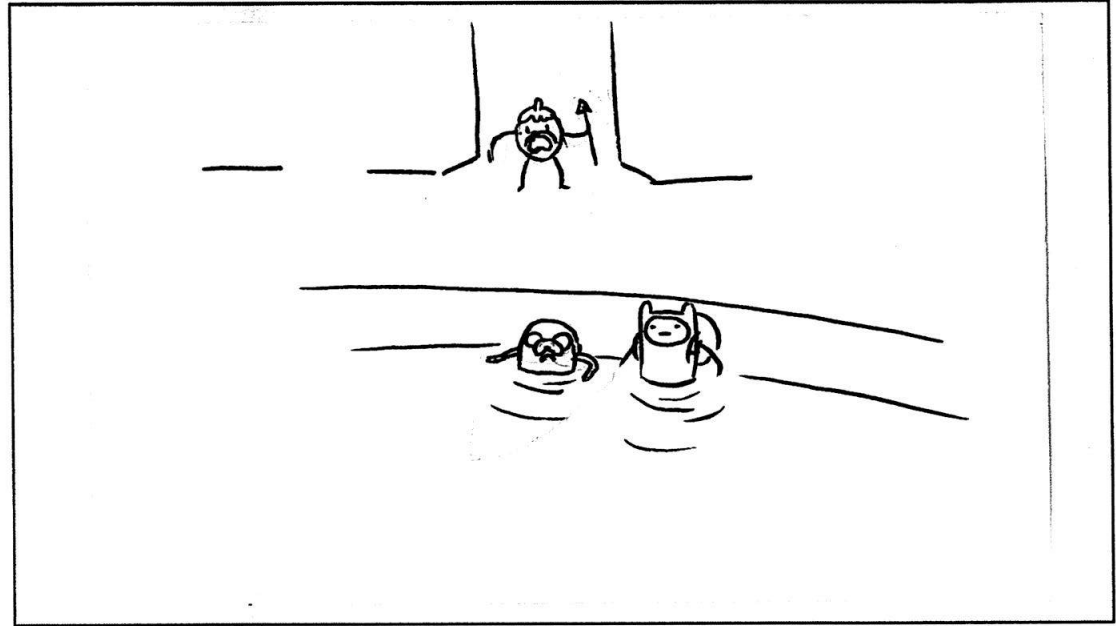


Page 55

Sc. 54 *cont* Pnl. C Bg. day night



Sc. 54 *cont* Pnl. D Bg. day night



Dialog:

sfx: splash

(Bg)

HEY! what are you doing!

Action:

Strawberry guard turns and yells

Timing:

JAN 14 2014

EPISODE # 1025-171

1025/171

Production :

1025/171

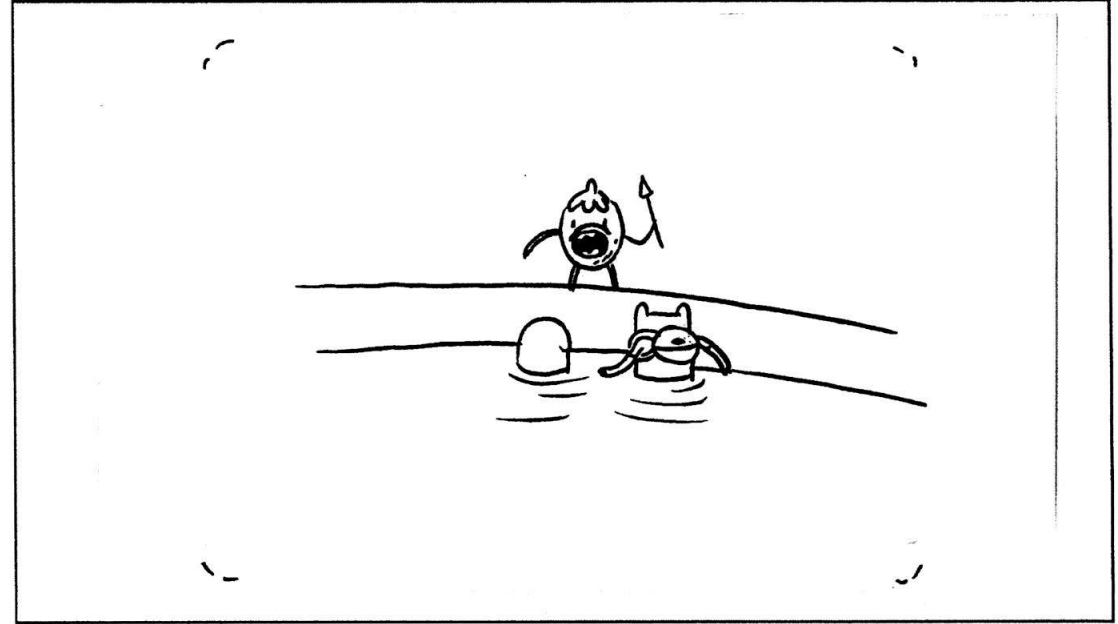
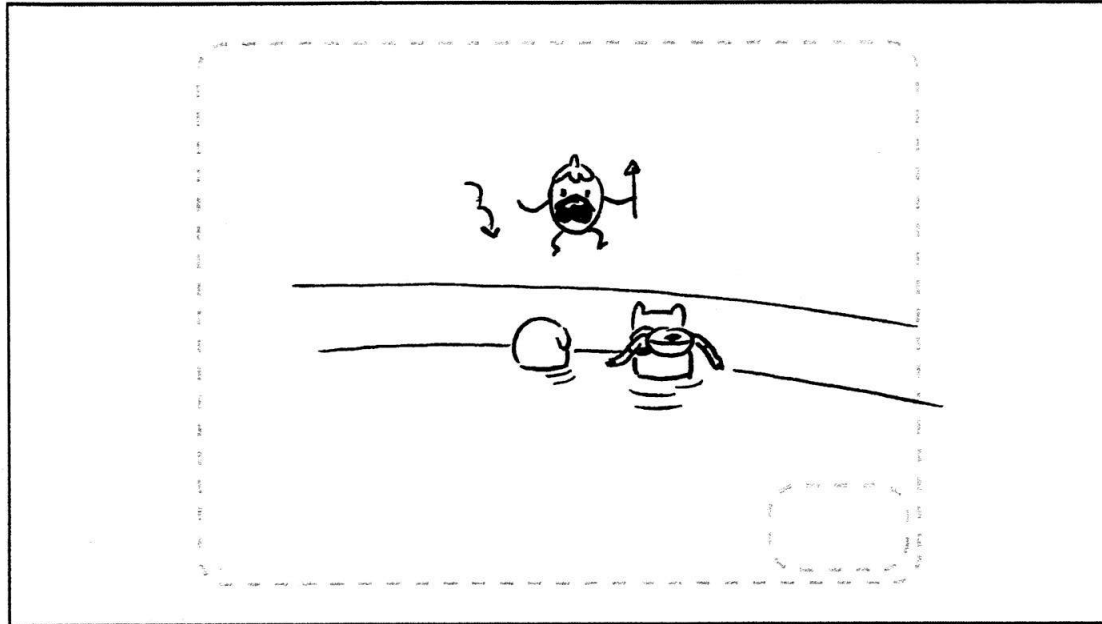
ADVENTURE TIME



Page 56

Sc. 54 cont Pnl. E Bg. day night

Sc. 54 cont Pnl. F Bg. day night



| | | |
|---------|---|------------------------------|
| Dialog: | (Bg) NO people or money allowed in the fountain, ya dums! | (Bg) where's your sense at?! |
| Action: | (ALT) "... ya dringuses." | |
| Timing: | JAN 14 2014 | |

AV
cut

1025-171

EPISODE #

1025/171

Production :

1025/171

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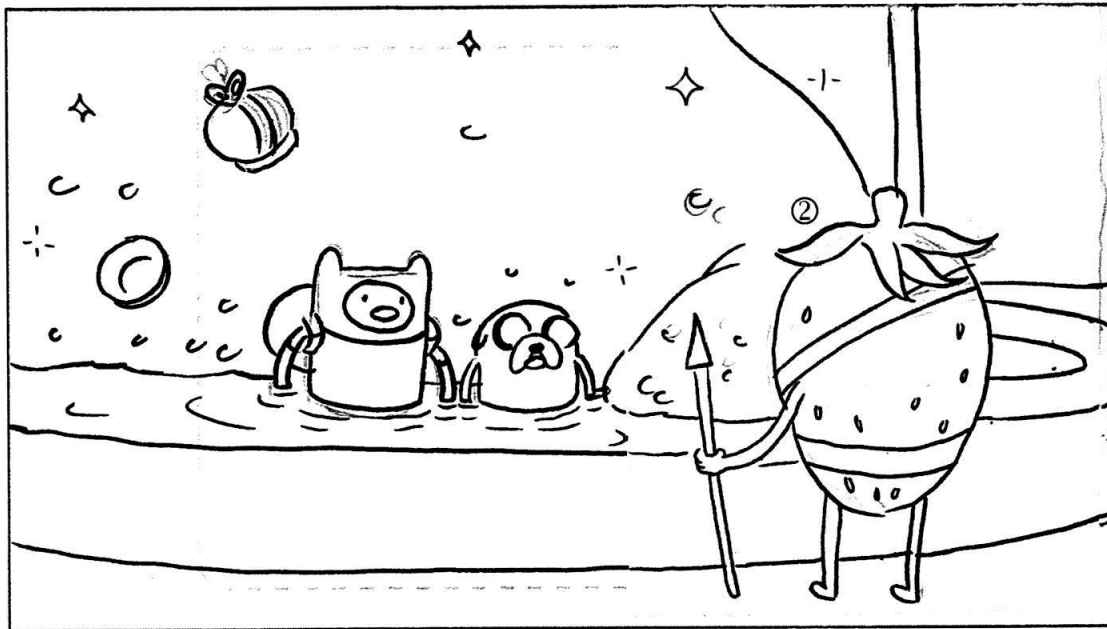
1025/171

ADVENTURE TIME

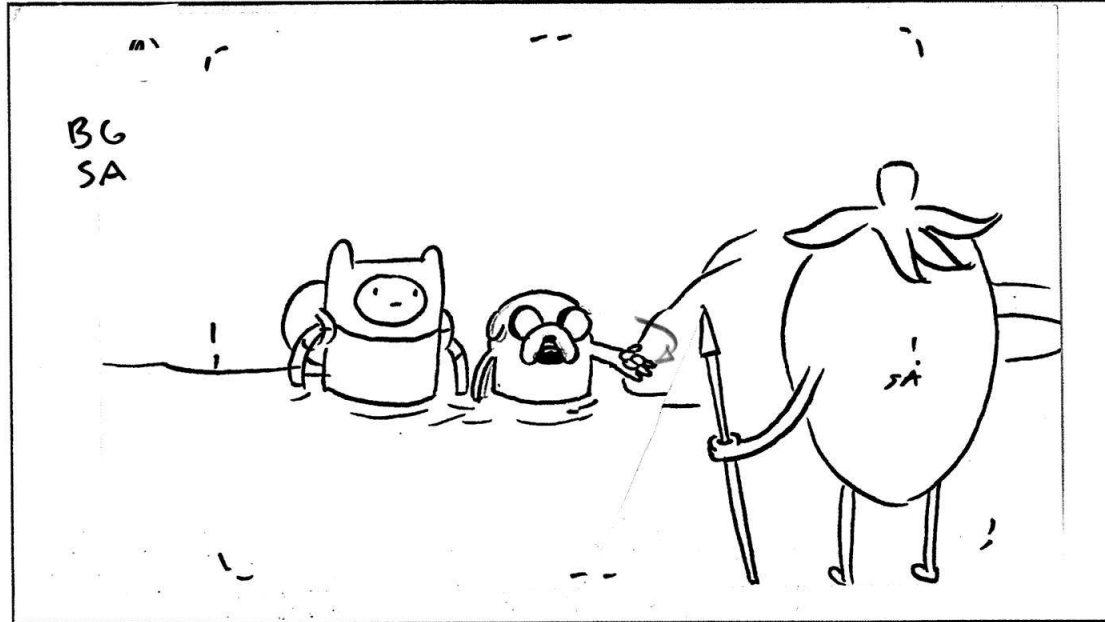


Page 57

Sc. 55 Pnl. A Bg. day night



Sc. 55 CONT Pnl. B Bg. day night

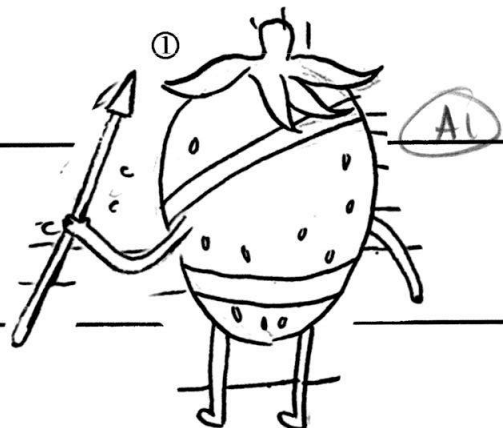


Dialog:

⑤ SORRY MAN, we were
LOOKING TO SPEND SOME
CASH IN TOWN.

Action:

Timing:



⑤ WANT SOME?

JAN 14 2014

Holds out
COINS.



REACH FOR COIN

EPISODE #

1025-171

Production :

1025/171

Ho
Cut

Ho
Cut

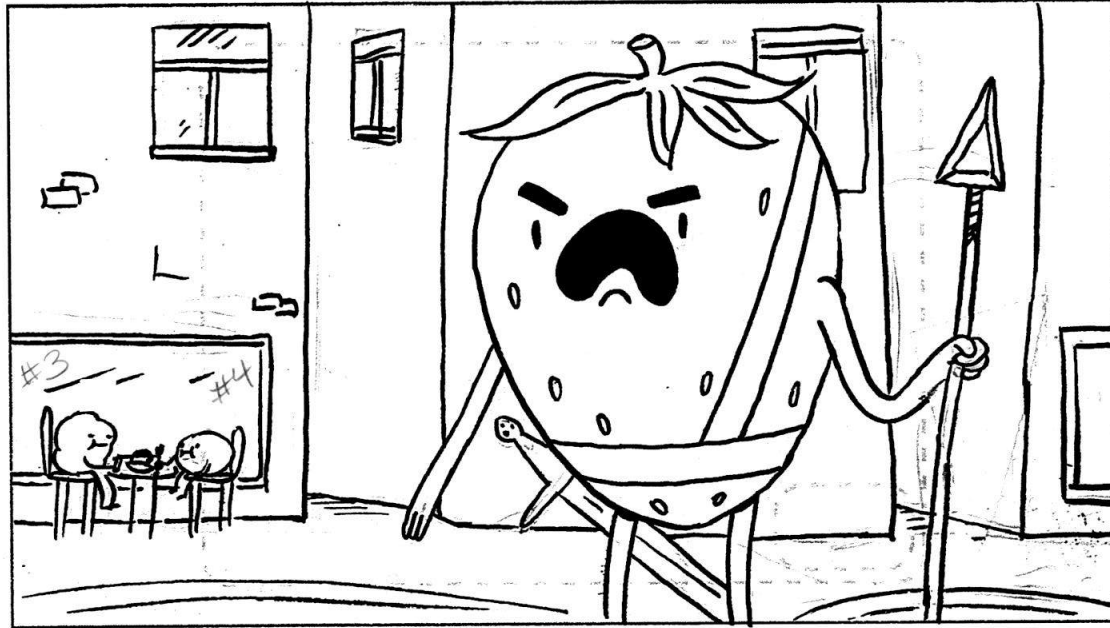
1025/171

ADVENTURE TIME

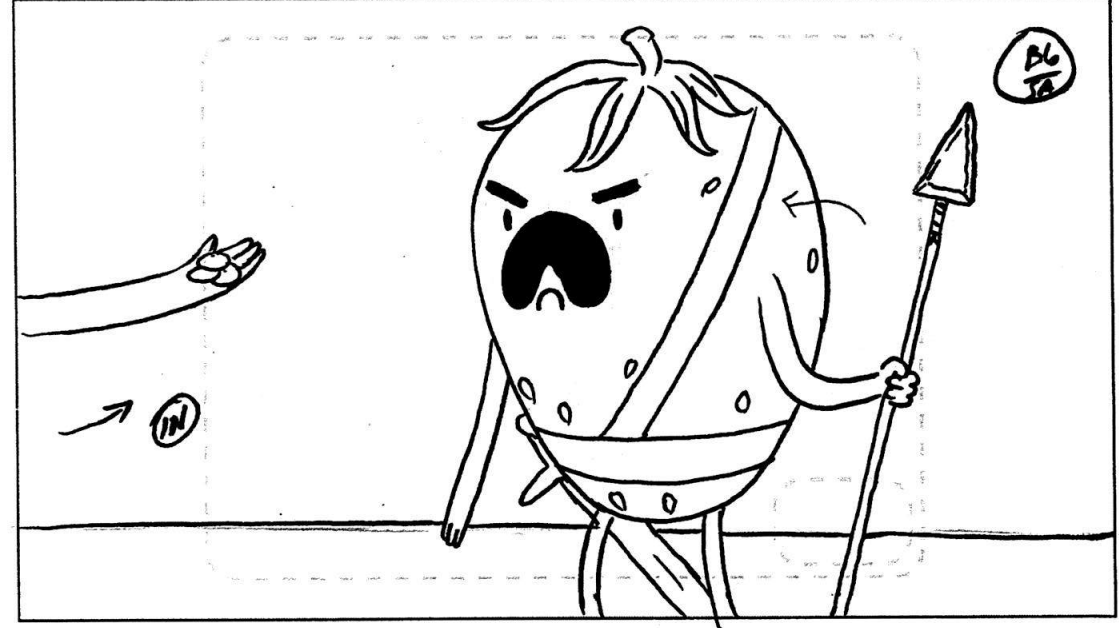


Page 58

Sc. 56 Pnl. A Bg. day night

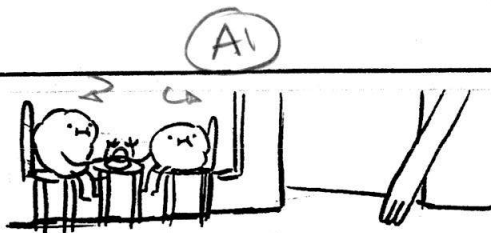


Sc. 56 CONT Pnl. B Bg. day night



Dialog:

Action:



BERRIES TURN AND LOOK AT S. berry guard while they chew.

(Sb guard turns to look at cash)

JAN 14 2014

Timing:

1025-171

EPISODE #

1025/171

Production :

1025/171

1025/171

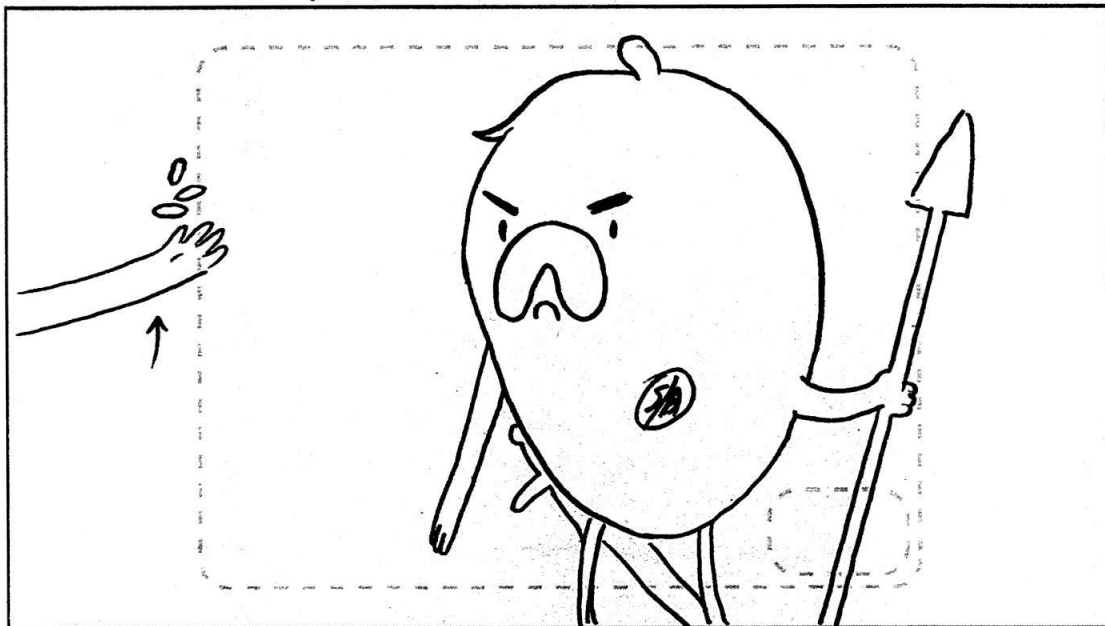
HW
cut

ADVENTURE TIME

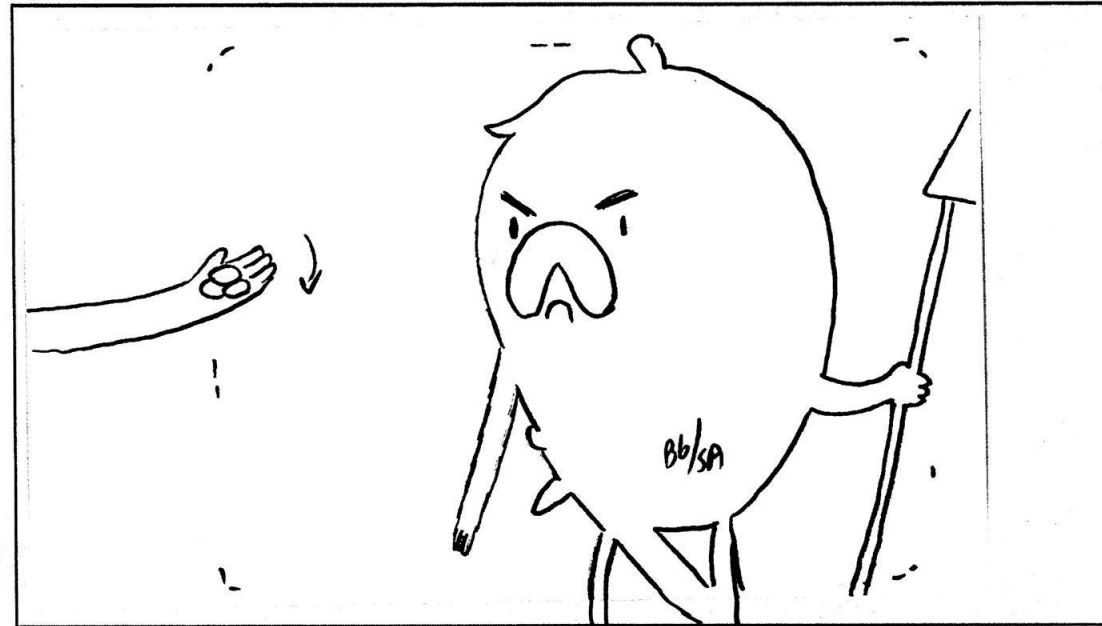


Page 59

Sc. 56 CONT Pnl. C Bg. day night



Sc. 56 CONT Pnl. D Bg. day night



Dialog:

sfx: (coin jingle)

Action:

(Jake jingles change)

JAN 14 2014

Timing:

EPISODE # 1025-171

Production :

1025/171

ADVENTURE TIME

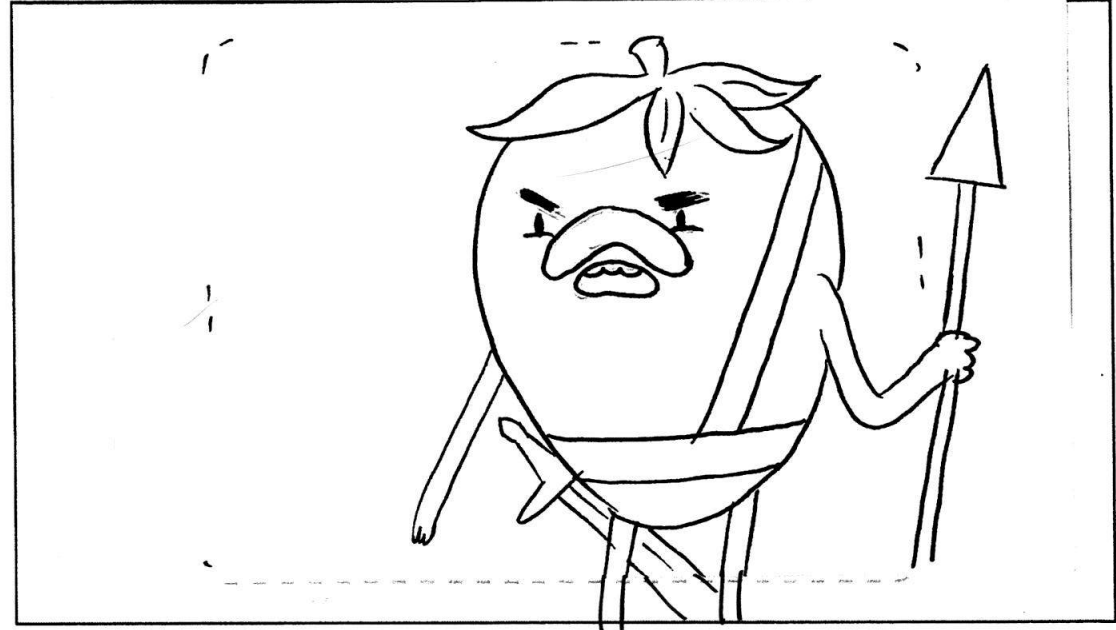



Page 60

Sc. *Sc CONT* Pnl. *E* Bg. day night



Sc. *Sc CONT* Pnl. *F* Bg. day night



| | |
|---|---|
| Dialog: | |
| <u>Bg</u> : | Fellas --- |
| Action: | |
| <u>BG</u> : <u>Goofin</u> , in a public fountain -- | |
| Timing: |  |
| JAN 14 2014 | |

EPISODE # 1025-171

Production :

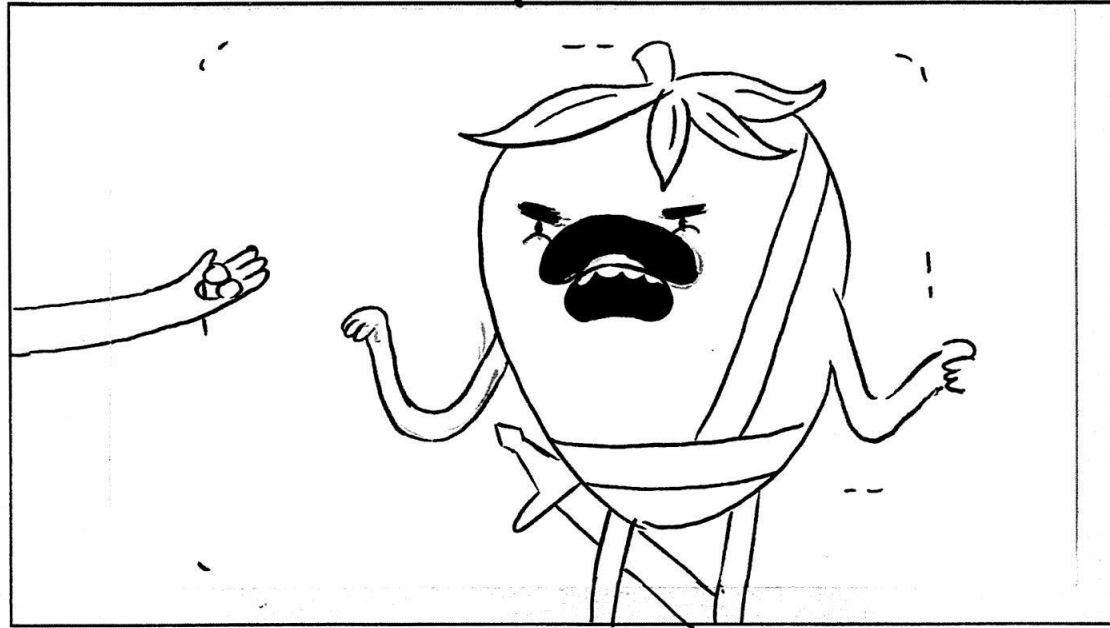
1025/171

ADVENTURE TIME



Page 61

Sc. 56 CONT Pnl. 6 Bg. day night



Sc. 56 CONT Pnl. 4 Bg. day night



Dialog:

BG: is punishable by
a lashing

(Bg) and you're also trying
to bribe me ---



Forks to mouths



close mouths
& into chew cycles

EPISODE # 1025-171

1025/171

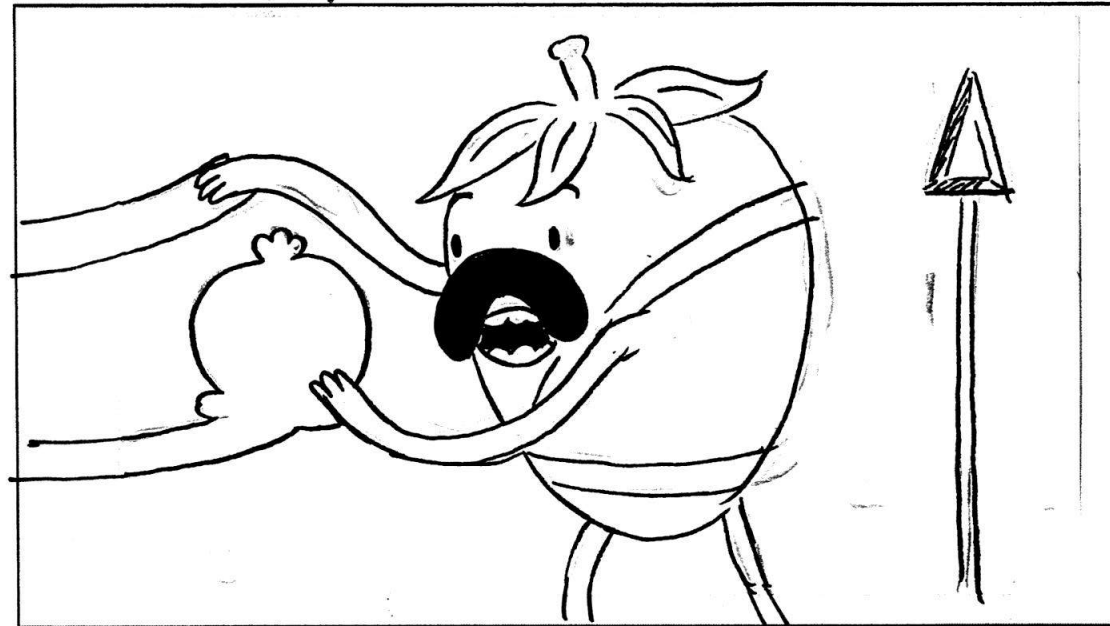
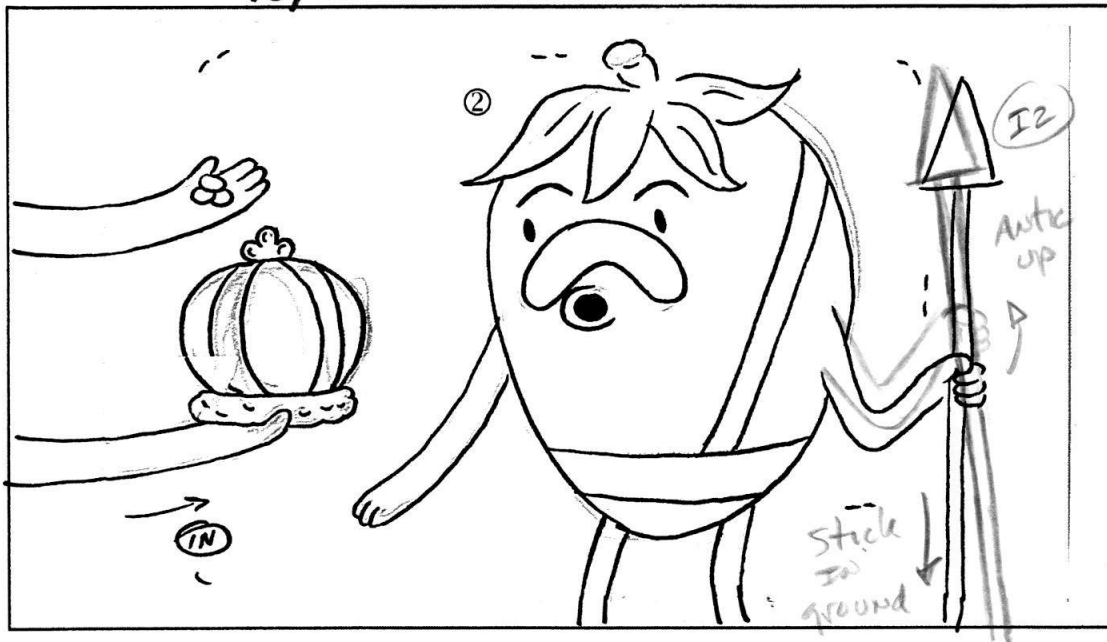
Production :

1025, 171

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Page 62

Sc. *See* **CONT** Pnl. *J* Bg. day night



Bg/ Ooo!

Plants spear in
ground then Reach

Bg

That's what I'm talking
about folks.

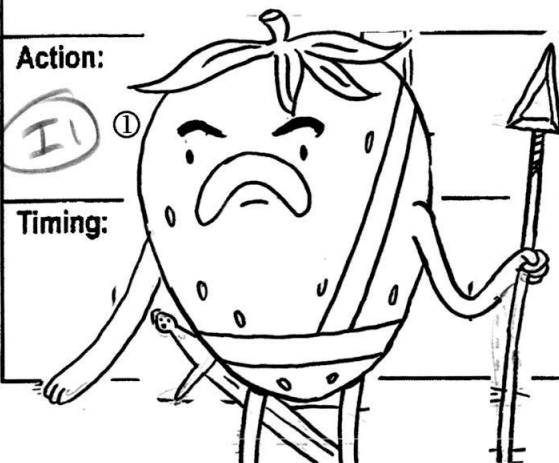
JAN 14 2014

Action:

II

Timing:

- Jake slides in crown
- Bg turns and makes a stunned face



Production :

1025-171

1025/17

40 25 / 17.1

ADVENTURE TIME

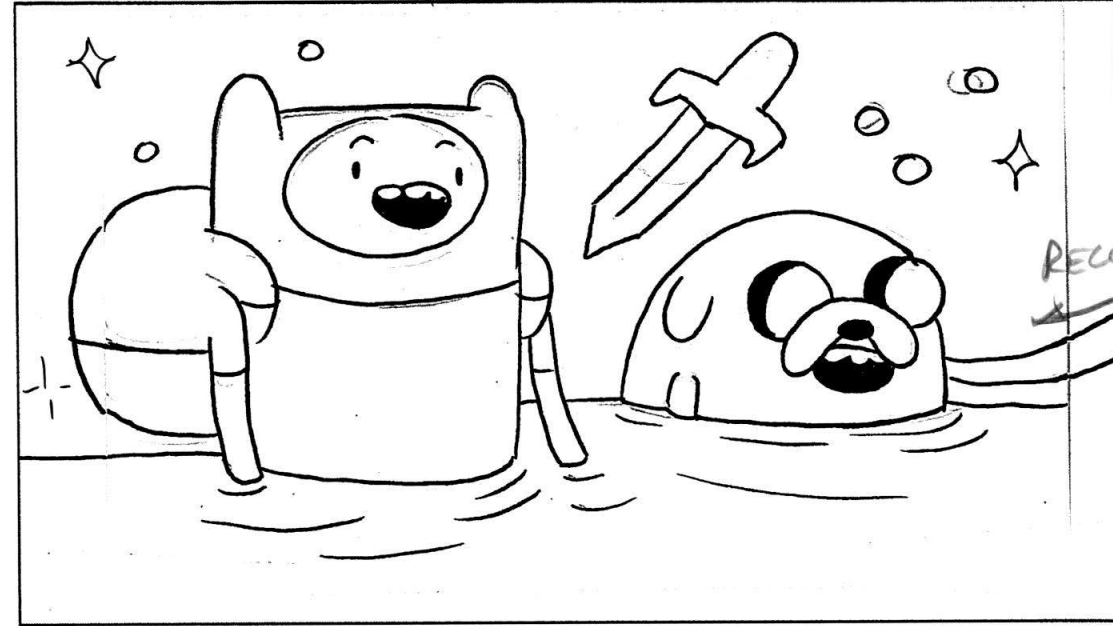
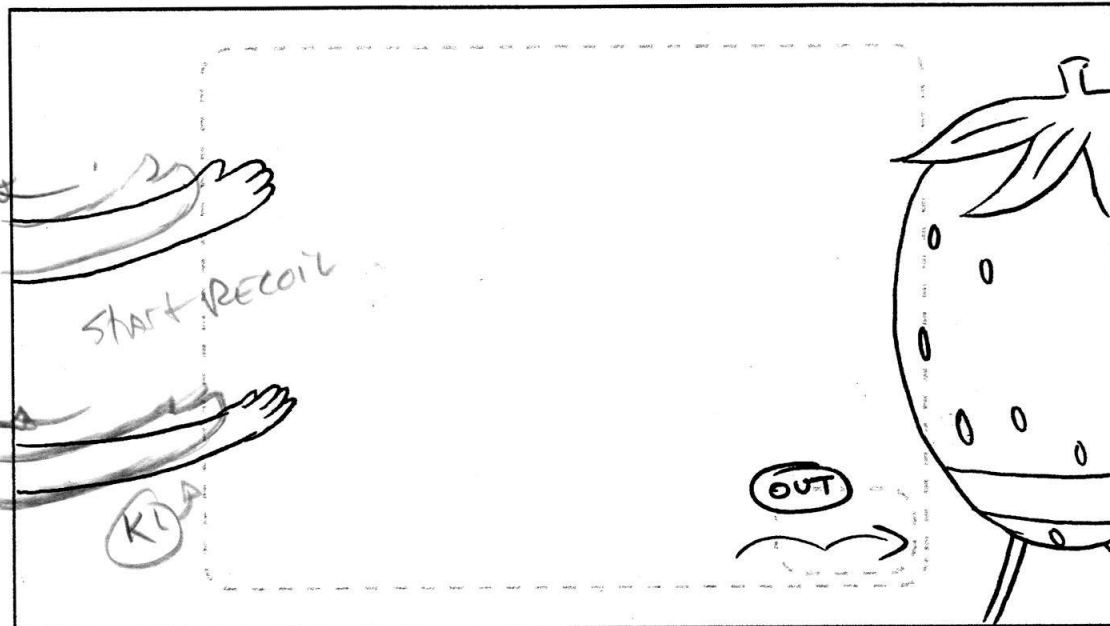


HO
Cut

Page 63

Sc. S6 cont Pnl. K Bg. day night

Sc. S7 Pnl. A Bg. day night



Dialog:

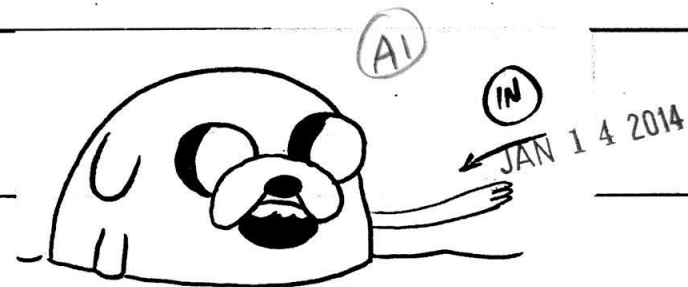
(Bg) have a good time
in the fountain.

(J+F) HA HA HA HA!

Action:

Bg walks out of shot

Timing:



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EPISODE #

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Production :

1025/171

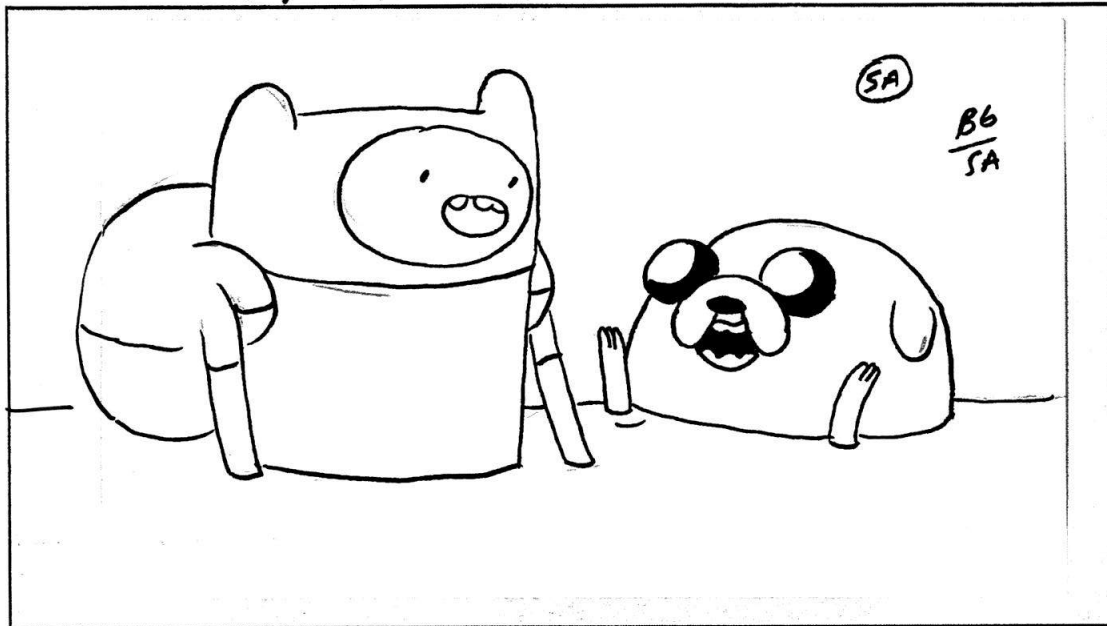
1025/171

ADVENTURE TIME

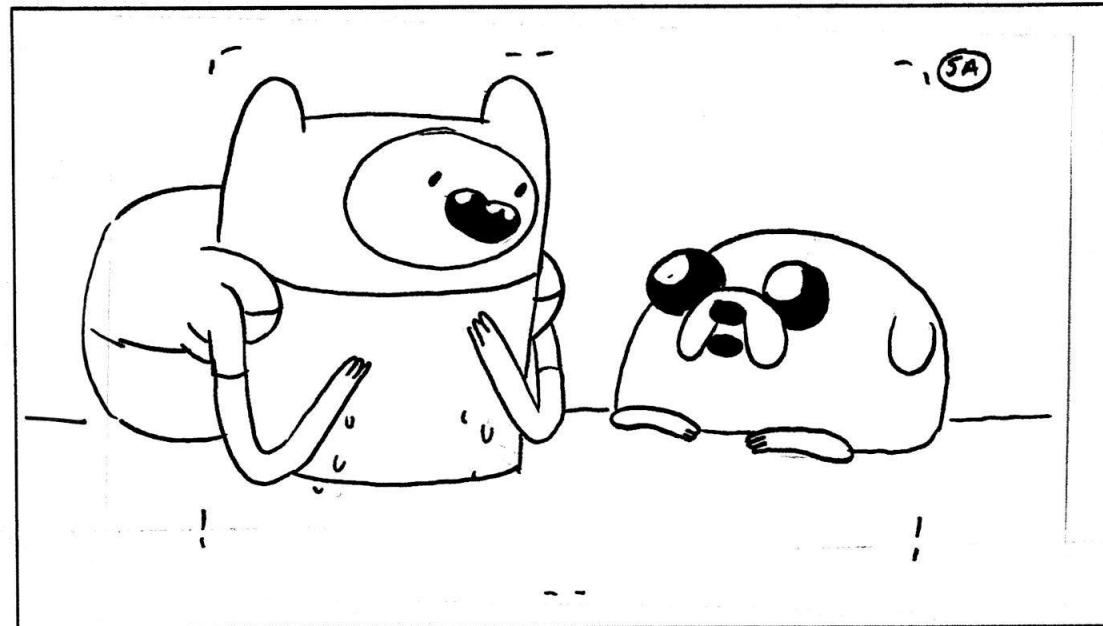


Page 64

Sc. 57 CONT Pnl. B Bg. day night



Sc. 57 CONT Pnl. C Bg. day night



Dialog:

(5) whoa, spending money
is kind fun.

(F) Yeah! This'll be
easy!

Action:

JAN 14 2014

Timing:

Production :

EPISODE # 1025-171

1025/171

1025/171

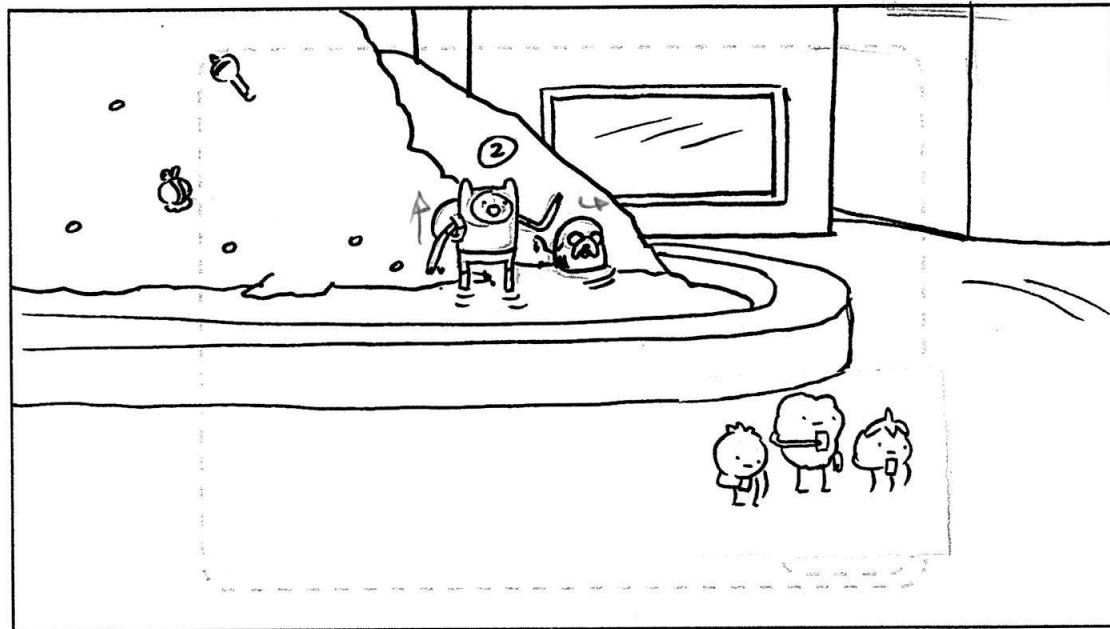
Hu
cut

ADVENTURE TIME

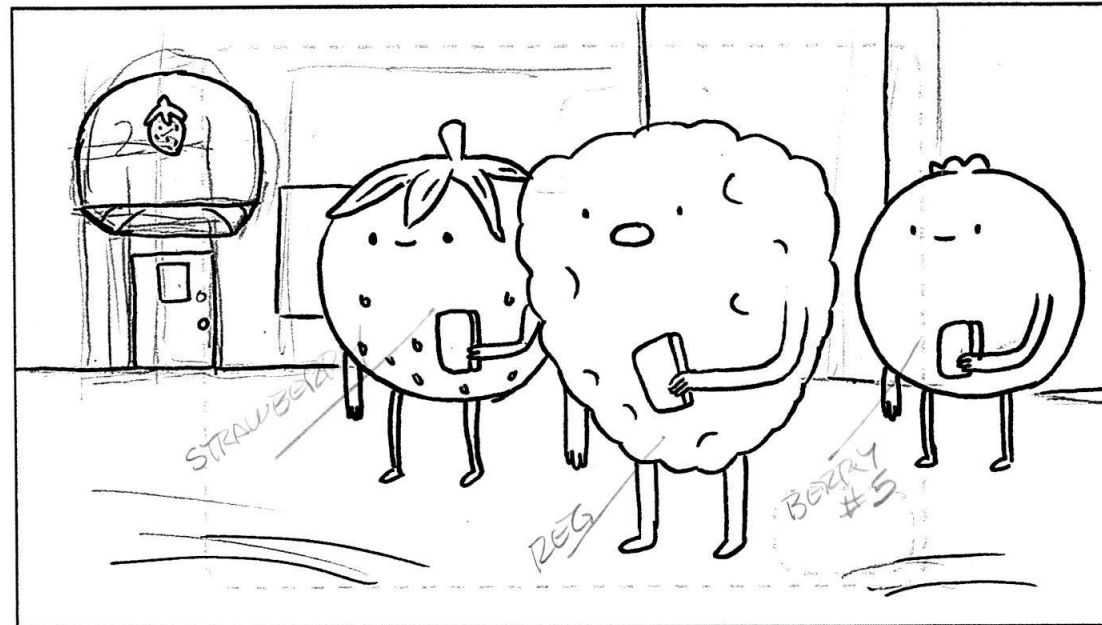


Page 65

Sc. 58 Pnl. A Bg. day night



Sc. 59 Pnl. A Bg. day night



Dialog:

(F) HO! HO! young berry lads!

REGGIE BERRY: Yeah?

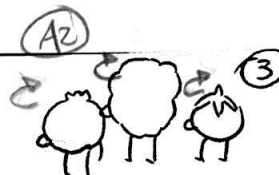
Action:

① - FINN TURNS

③ - BERRY LADS TURN.

JAN 14 2014

Timing:



Production :

EPISODE #

1025-171

1025/171

1025/171

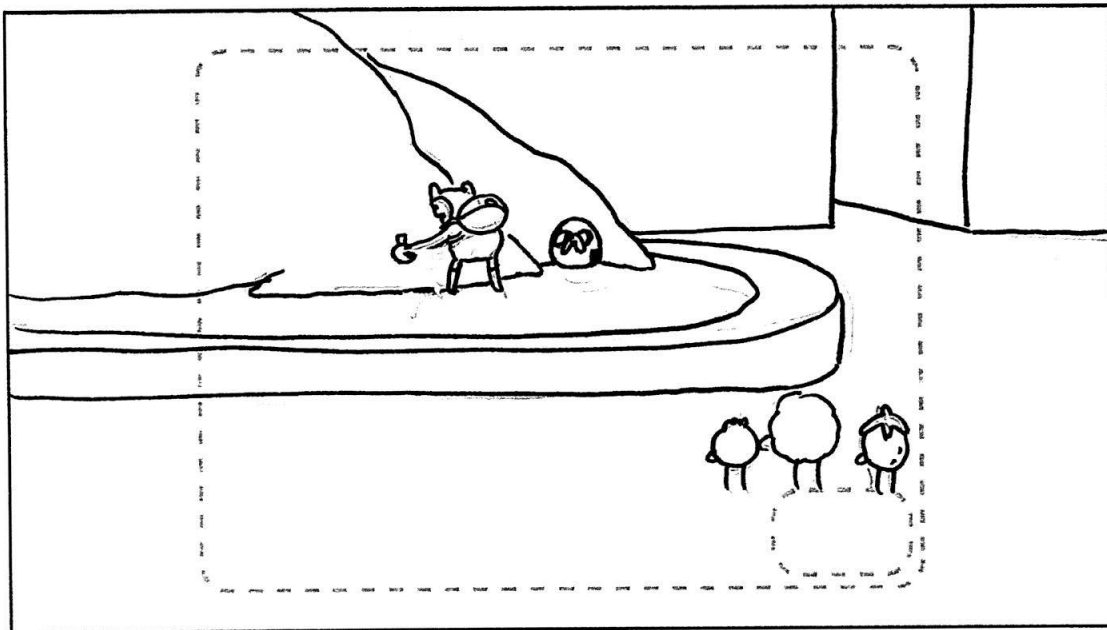
1025/171

ADVENTURE TIME

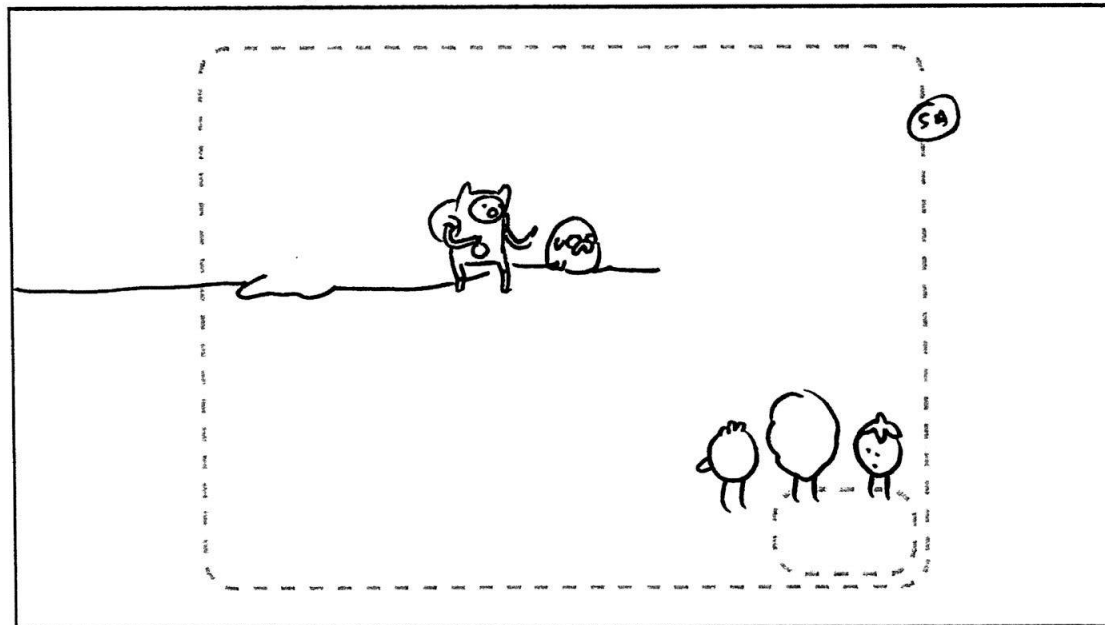


Page 66

Sc. 60 Pnl. A Bg. day night



Sc. 60 CONT Pnl. B Bg. day night

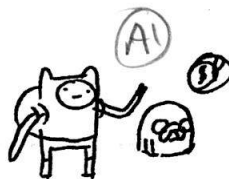


Dialog:

(F) Go buy the most expensive meats and furniture

(F) to ADORN OUR NEW FOUNTAIN HOME:!

Action:



Timing:

JAN 14 2014

Production :

EPISODE # 1025-171

1025/171

1025/171

1025/171

HO
CUT

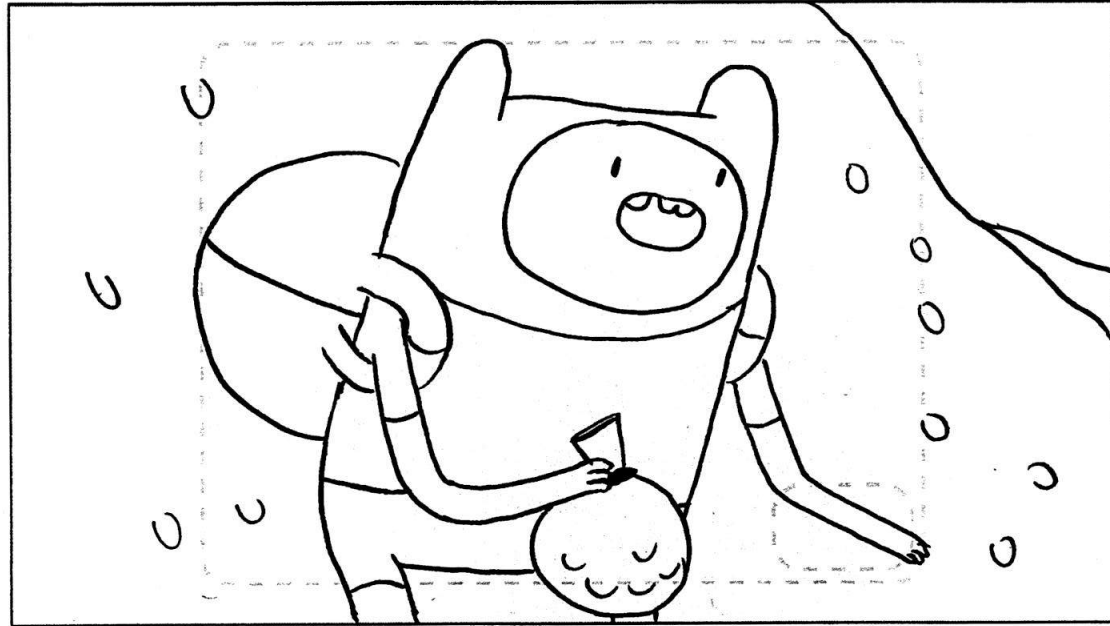
HO
CUT

ADVENTURE TIME

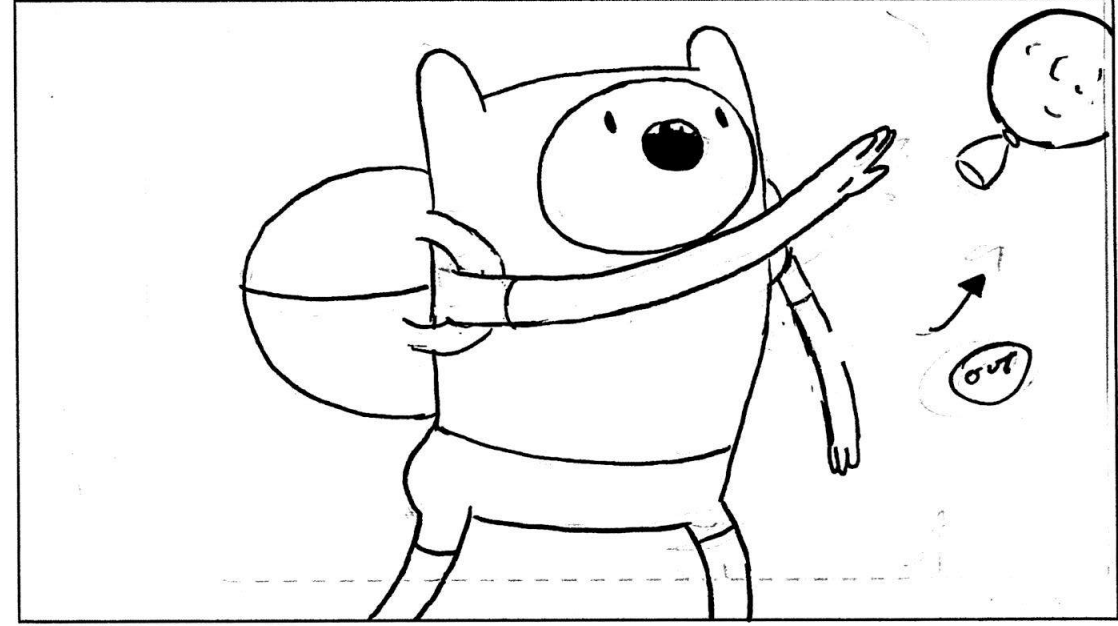


Page 67

Sc. 61 Pnl. A Bg. day night



Sc. 61 CONT Pnl. B Bg. day night



Dialog:

ⓕ Keep the change for
your families in need.

ⓕ HYUP!

Action:

Timing:

JAN 14 2014

Production :

EPISODE #

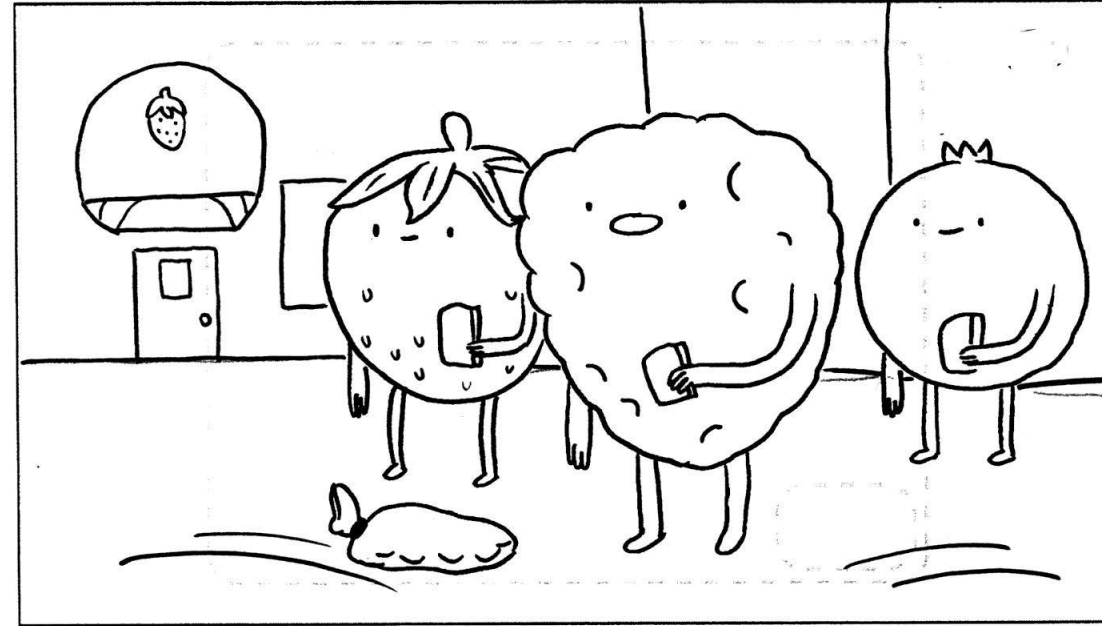
1025-171

1025/171

1025/171



day night



Thanks, but were middle class.

- BAG OF CASH LANDS IN FRONT OF R. BERRY

JAN 14 2014

Timing:

1025/171

Production :

1025/171

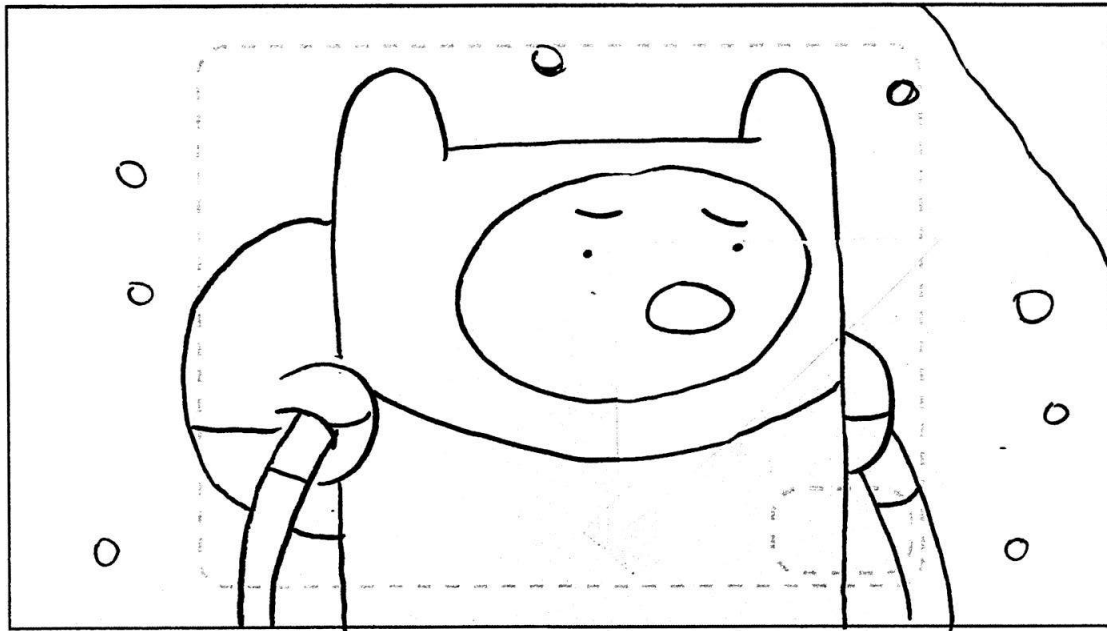
ADVENTURE TIME



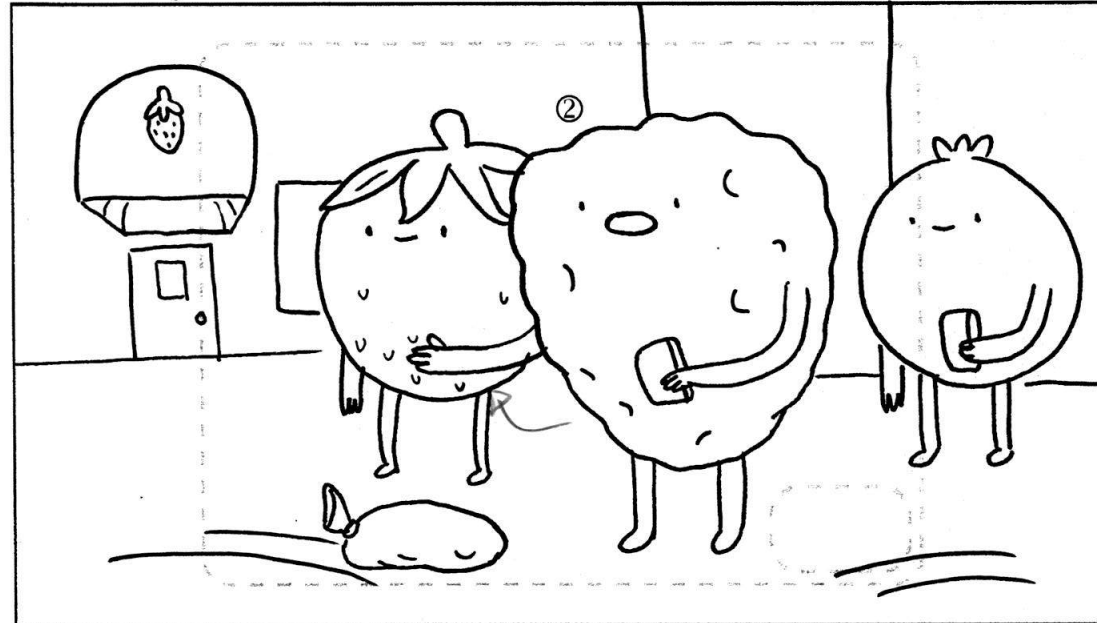
NO SC
65

Page 69
NO PG 70
day night

Sc. 63 Pnl. A Bg. day night



Sc. 64 Pnl. A Bg. day night



Dialog:

(F) REALLY?

REGGIE BERRY: upper, middle

Action:

- REGGIE
MOVES PALM
IN A WOBBLY
MOTION

Timing:



JAN 14 2014



Production :

EPISODE #

1025-171

1025/171

1025/171

ADVENTURE TIME



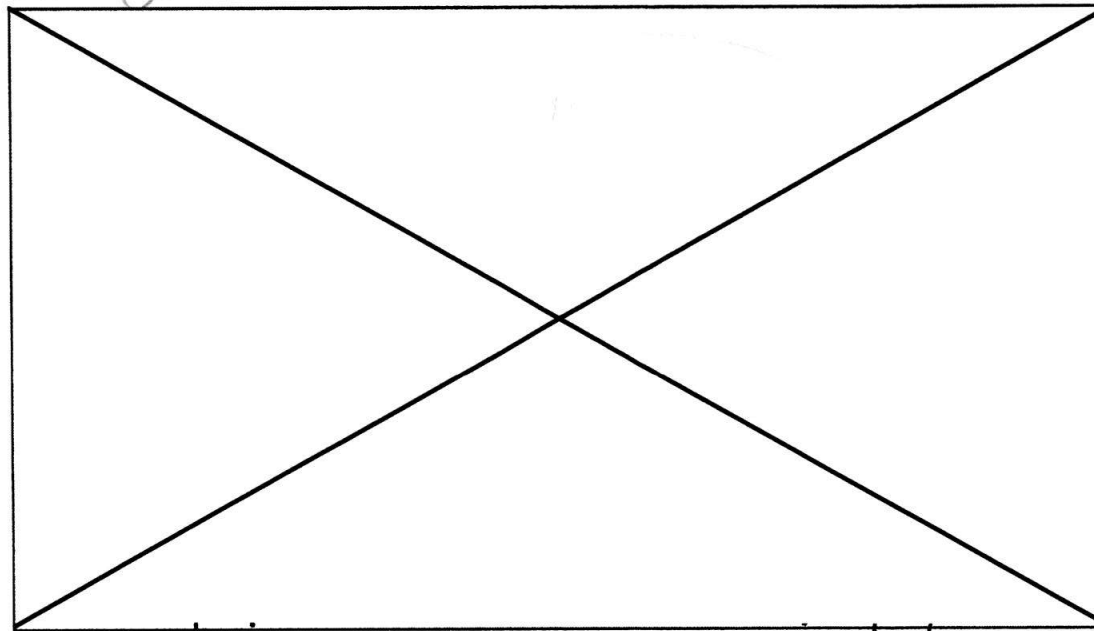
NO SC
67

Page 71

Sc. 66 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

(5) Just get the dern furniture.

Action:

Timing:

JAN 14 2014

Production :

EPISODE #

1025-171

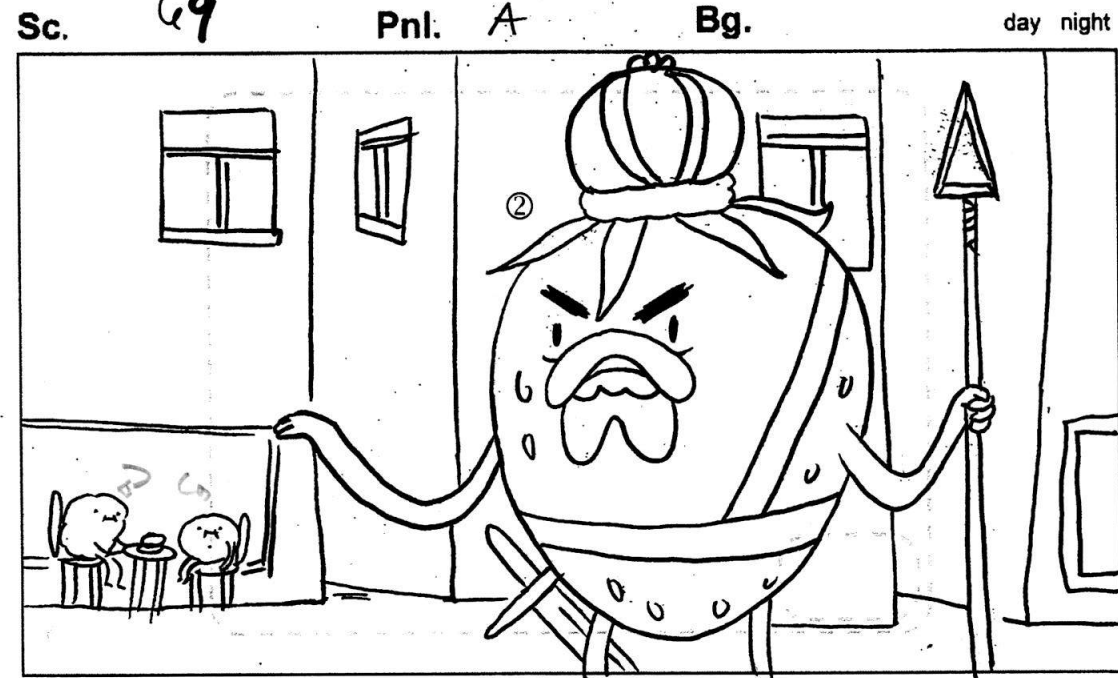
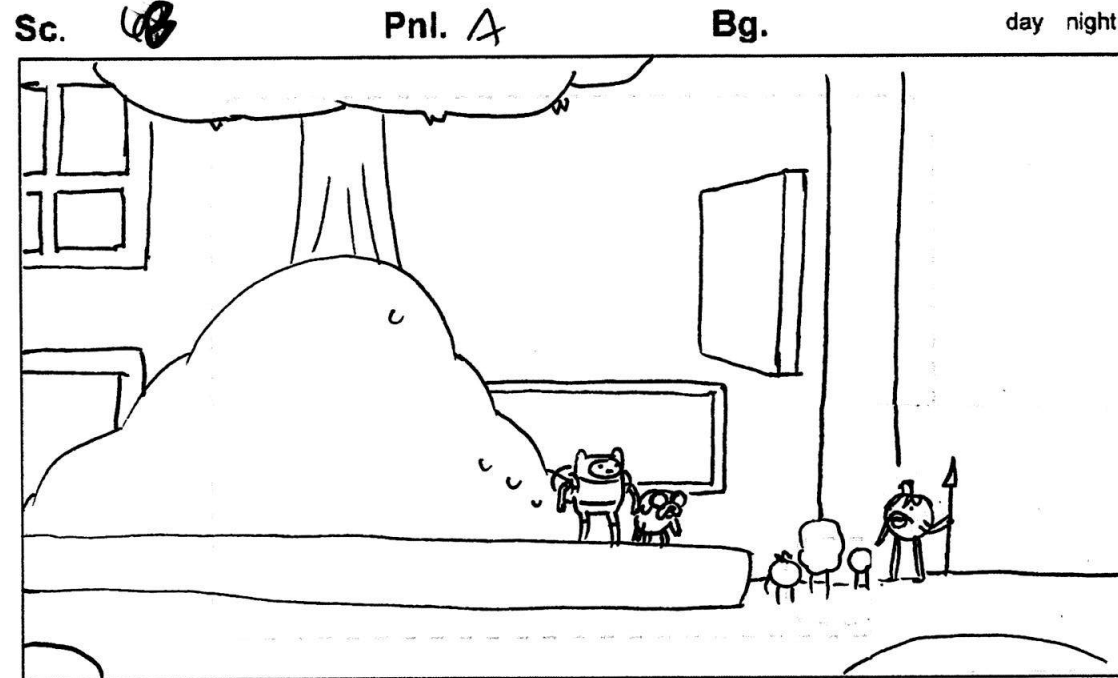
1025/171

1025/171

ADVENTURE TIME



Page 72



Dialog:

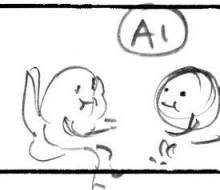
BG HEY, NO FURNITURE
AND MEAT IN THE
FOUNTAIN.

Action:

Timing:



YOU'LL WRECK UP
THE WATER!



JAN 14 2014

Production :

EPISODE # 1025-171

1025/171

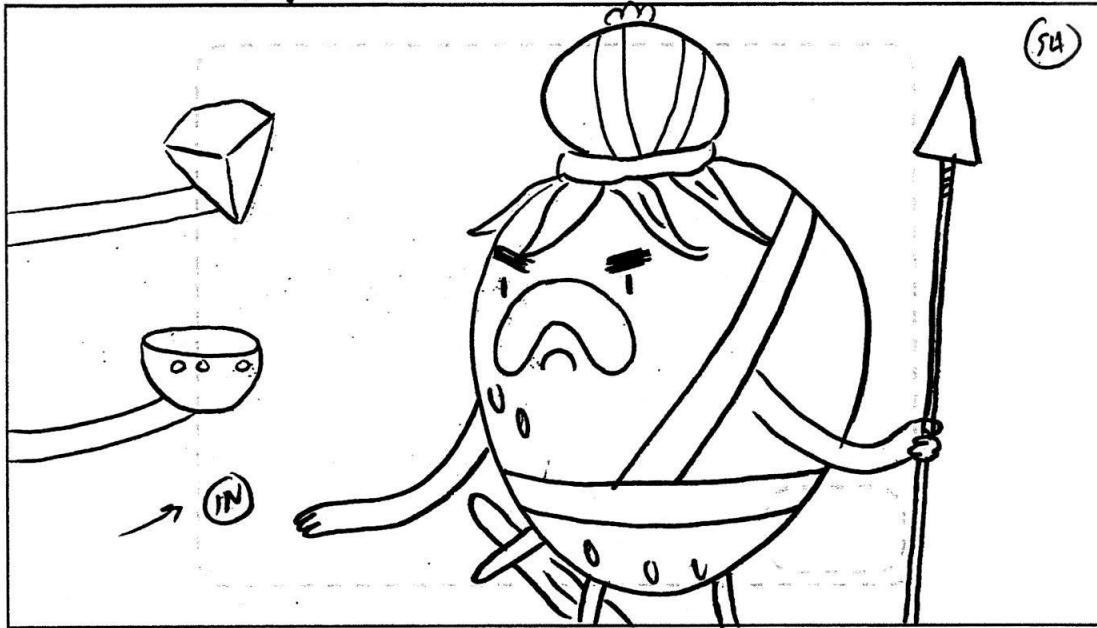
1025/171

ADVENTURE TIME



Page 73

Sc. 69 cont Pnl. B Bg. day night



Sc. 69 cont Pnl. C Bg. day night



Dialog:

(bg) YOU CAN'T BUY
ME OFF TWICE
FELLAS.

Action:

Jake holds up treasure.

JAN 14 2014

Timing:

EPISODE # 1025-171

Production :

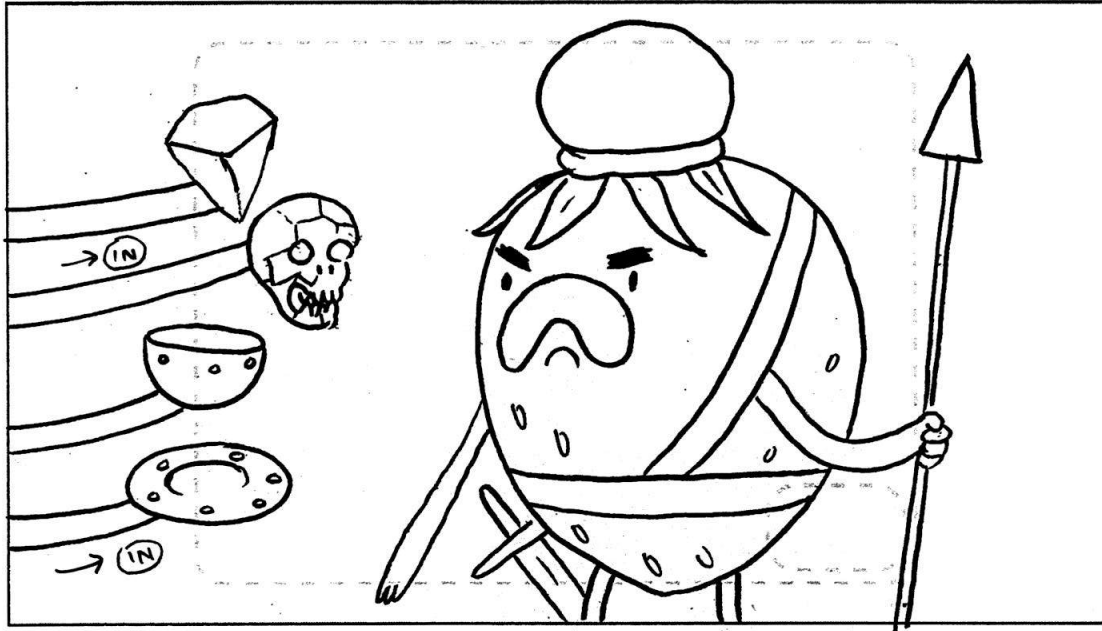
1025/171

ADVENTURE TIME

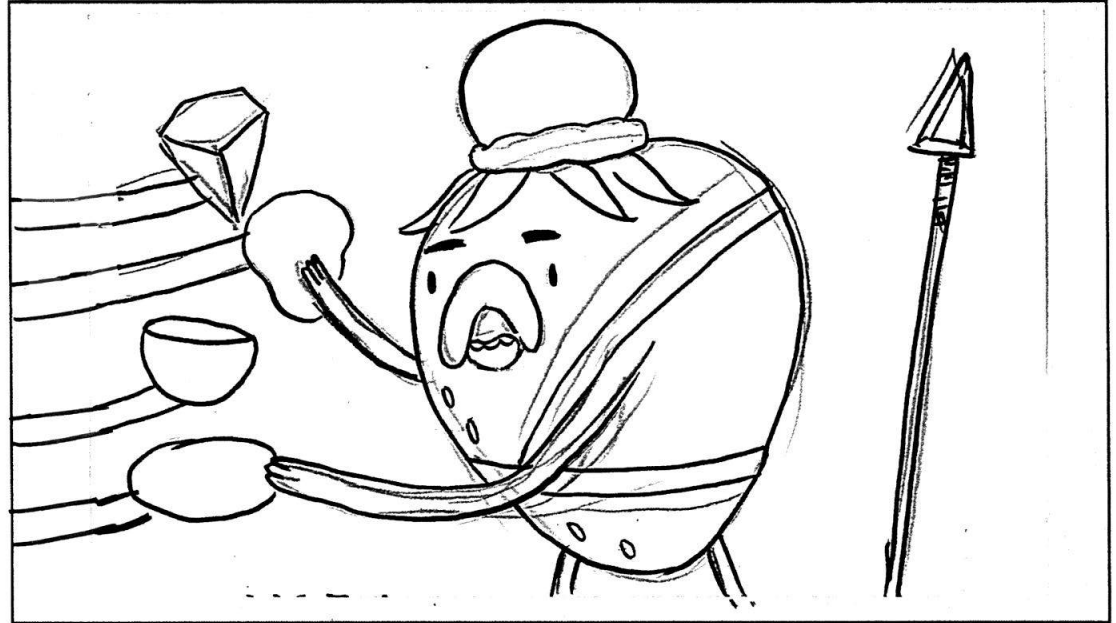


Page 74

Sc. 69 CONT Pnl. D Bg. day night



Sc. 69 CONT Pnl. E Bg. day night



Dialog:

(bg) ah maybe yah
can, FELLAS

Action:

Jake slides in a gold plate
and ruby skull

JAN 14 2014

Timing:

EPISODE # 1025-171

1025/171

Production :

1025/171

ADVENTURE TIME

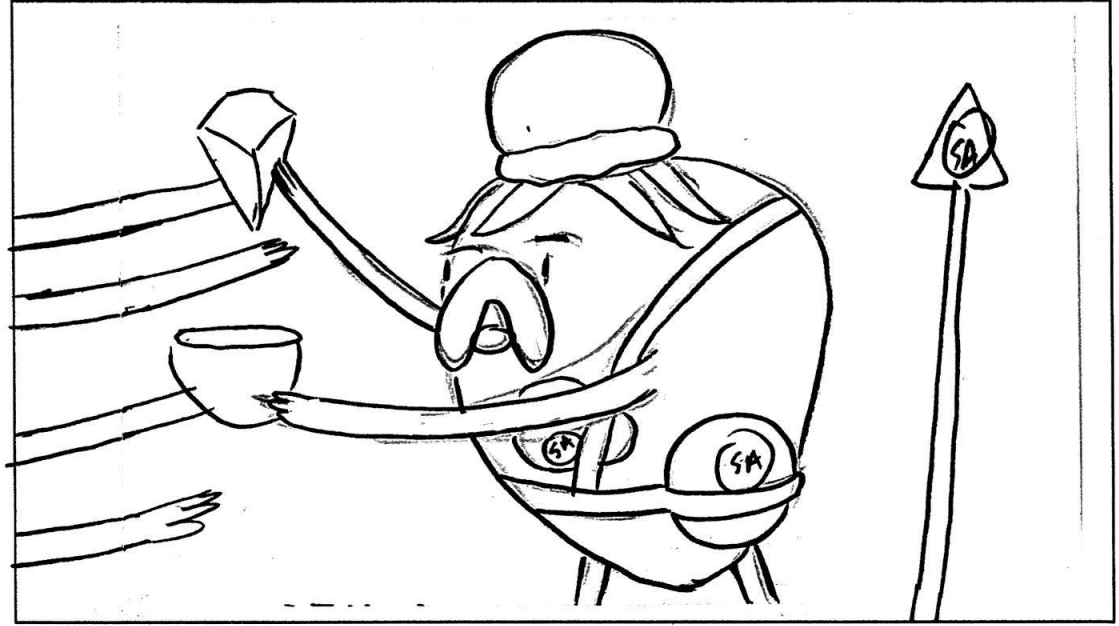


Page 75

Sc. 69 cont Pnl. F Bg. day night



Sc. 69 cont Pnl. G Bg. day night



| | |
|---------|--------------------|
| Dialog: | (BG) maybe ya can. |
| Action: | |
| Timing: | |

JAN 14 2014

EPISODE # 1025-171

Production :

1025/171

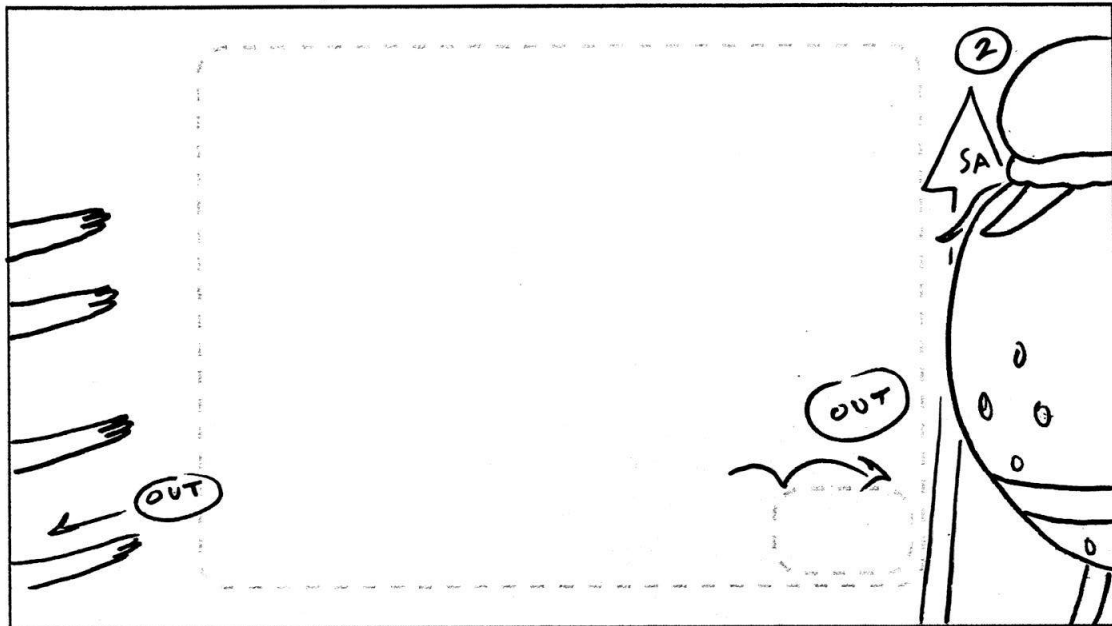
1025/171

ADVENTURE TIME

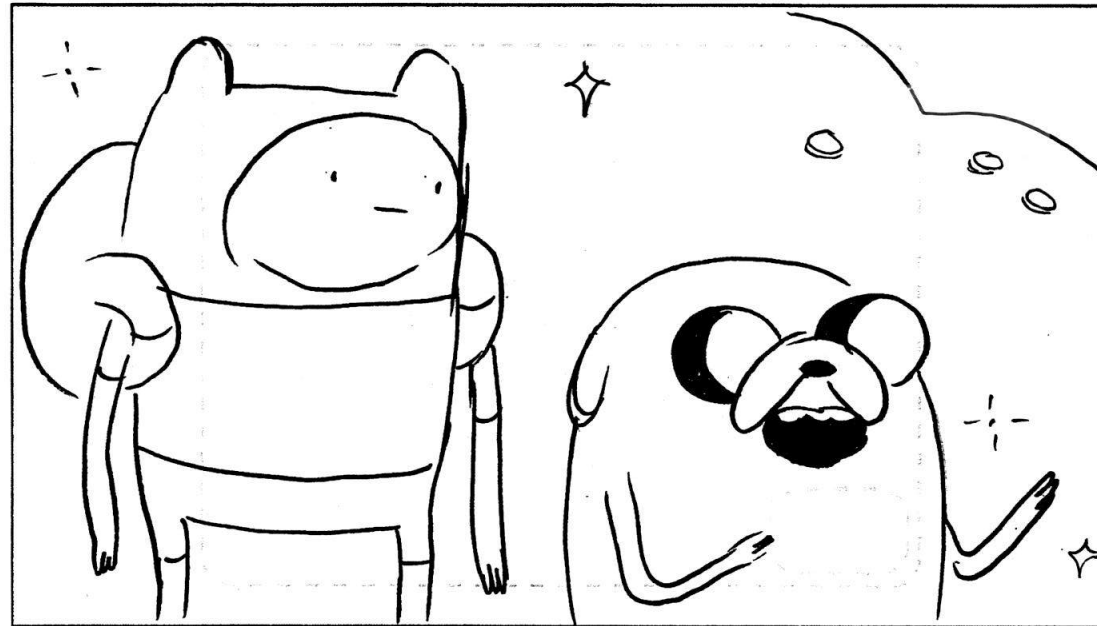


Page 16

Sc. 69 *ant* Pnl. H Bg. day night



Sc. 70 Pnl. A Bg. day night



Dialog:

BG/ Haha.

Action:

- BG WALKS OFF/S
- J RETRACTS ARMS.

Timing:



(J) HAHHA!

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Production :

1025/171

1025/171

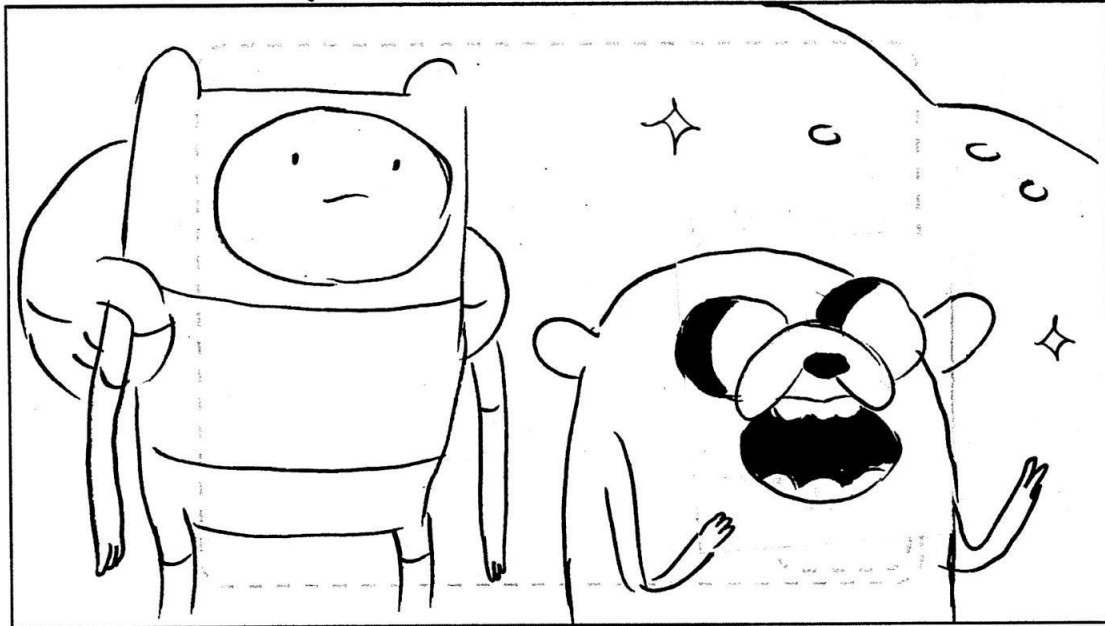
ADVENTURE TIME



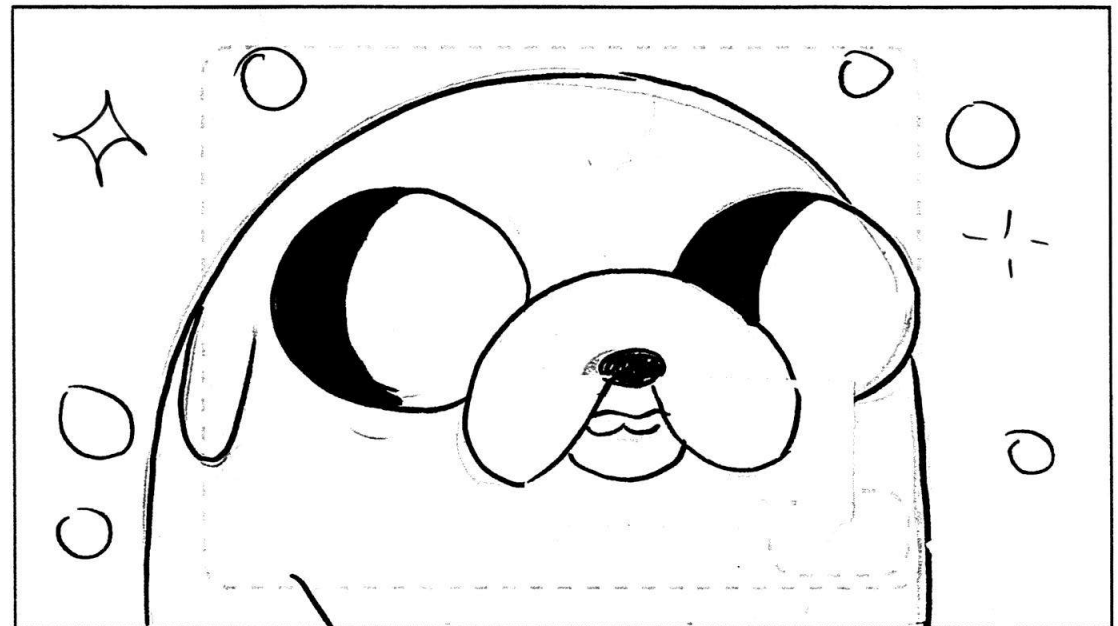
HW
art

Page 77

Sc. 70 cont Pnl. B Bg. day night



Sc. 71 Pnl. A Bg. day night



Dialog:

J/ Hahahaha-

Action:

JAN 14 2014

Timing:

1025-171

EPISODE #

1025/171

Production :

1025/171

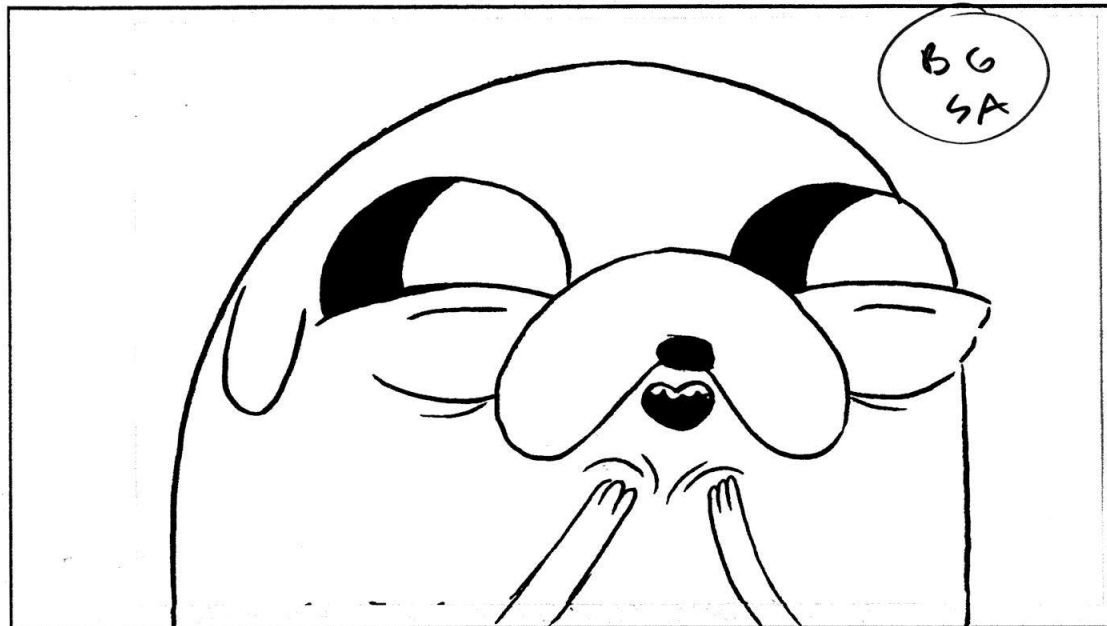
ADVENTURE TIME



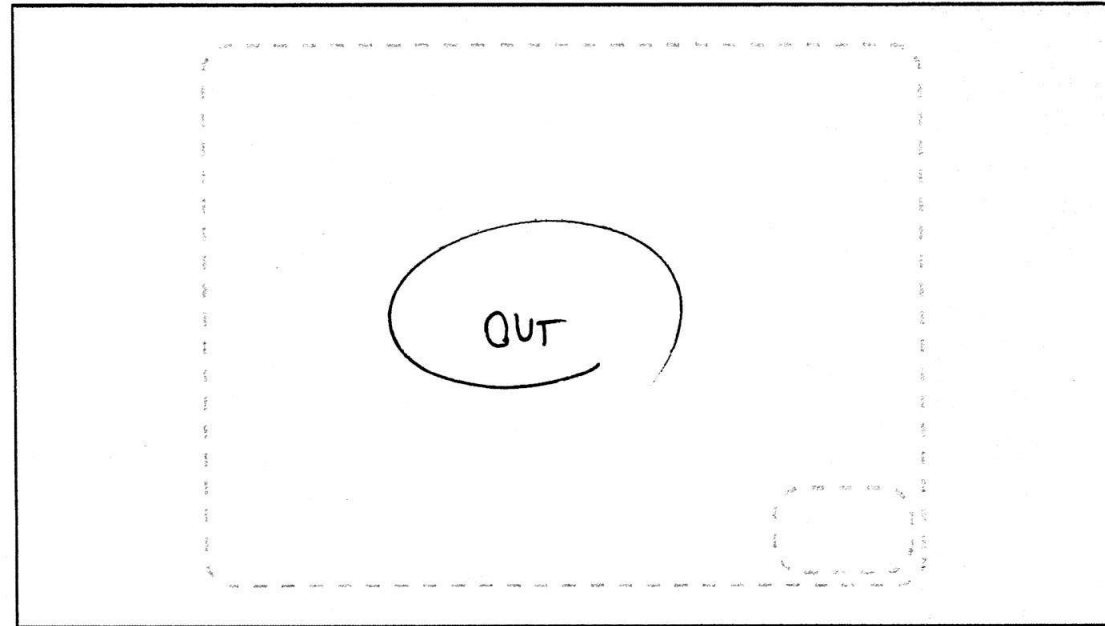
Cut w/wipe
@ post

Page 78

Sc. 71 *CONT* Pnl. B Bg. day night



Sc. Pnl. Bg. day night



| | |
|---------|-------------|
| Dialog: | J/ Hahaa! |
| Action: | |
| Timing: | JAN 14 2014 |

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Production :

1025/171

ADVENTURE TIME



Page 79

*Ho
Cut*

Sc.

Pnl.

Bg.

day night

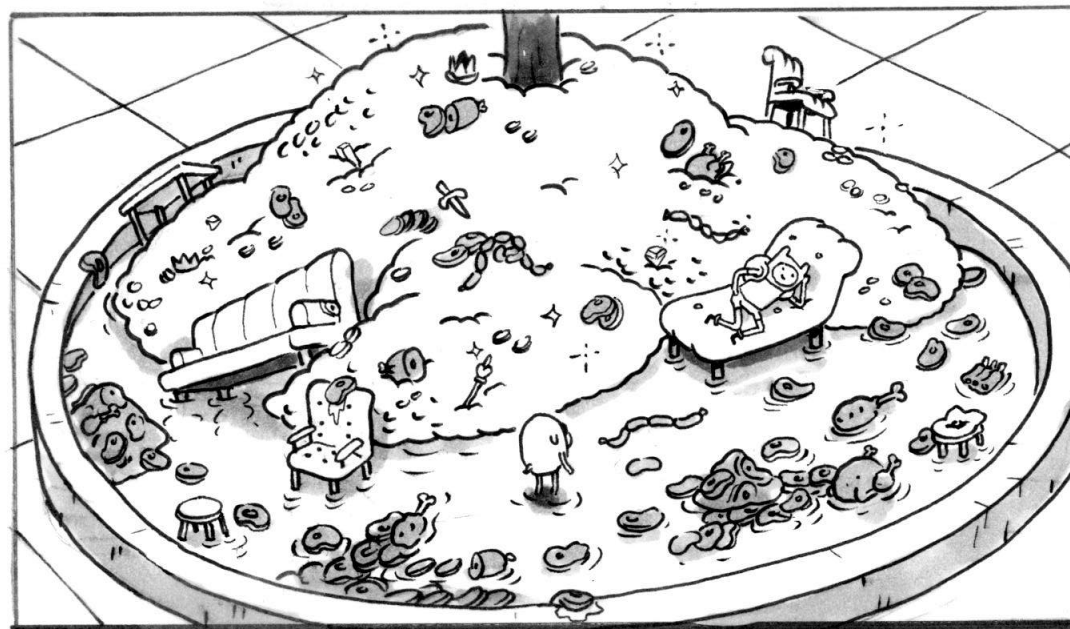
Sc. 72

Pnl. A

Bg.

day night

*Cut
w/wipe to
post*



Dia

Act

Timing:

- FOUNTAIN FULL OF FURNITURE AND MEAT

JAN 14 2014

EPISODE # 1025-171

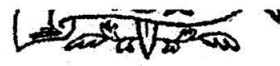
Production :

1025/171

1025/171

1025/171

HY
C

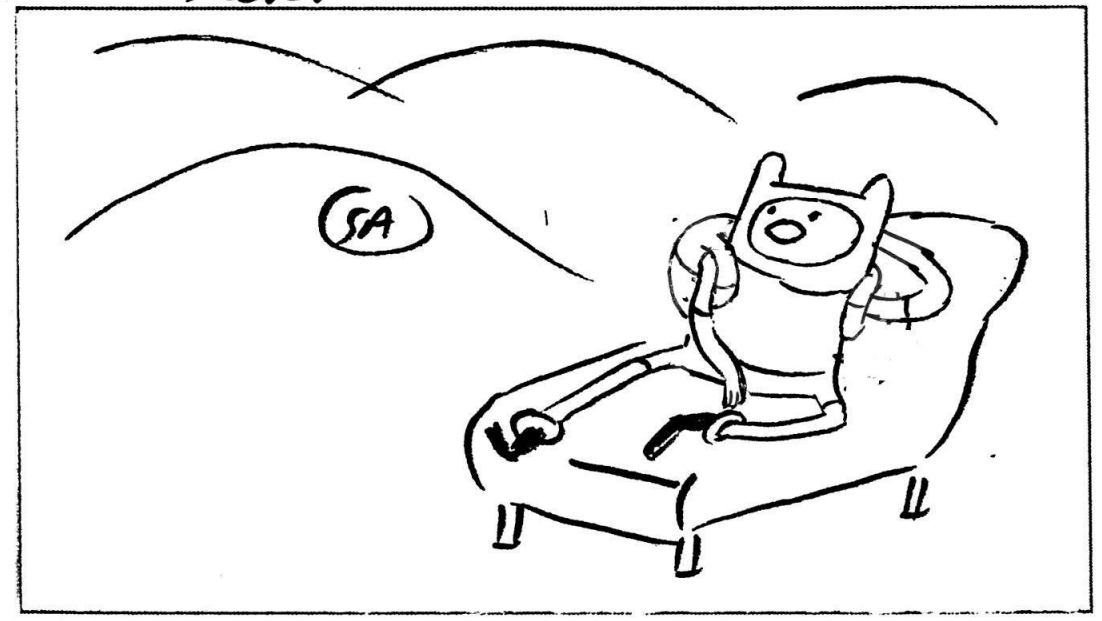


Sc. 73 Pnl. A Bg. day night



Ⓕ DUDE, WE BOUGHT ALL OF THIS FURNITURE AND MEAT

Sc. 73 CONT Pnl. B Bg. day night



Ⓕ AND WE STILL GOT A-

Timing:

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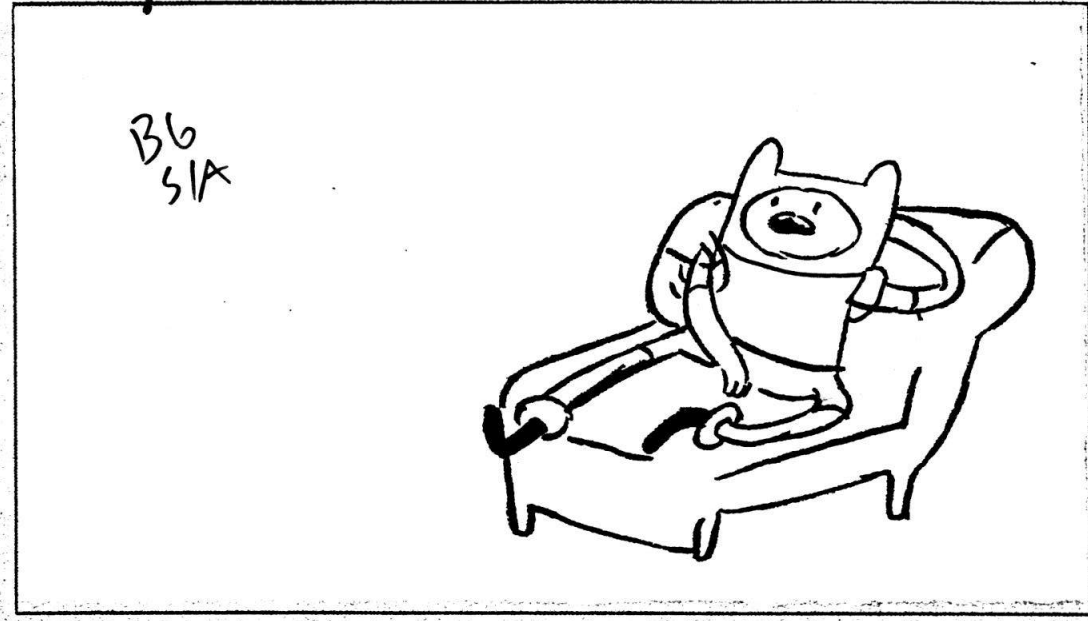
ADVENTURE TIME



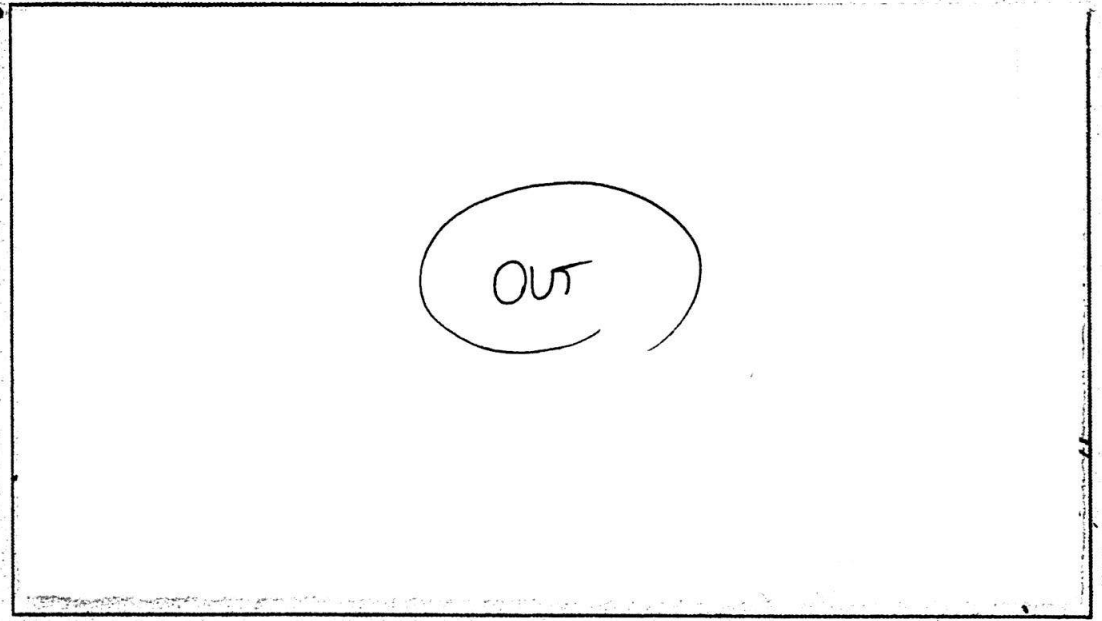
Cut

Page 81

Sc. **TB cont** Pnl. **C** Bg. day night



Sc. Pnl. Bg. day night



| | | |
|---------|---------------------------|--|
| Dialog: | Ⓔ TON OF gamboni LEF7. | |
| Action: | | |
| Timing: | | |

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Cut

ADVENTURE TIME

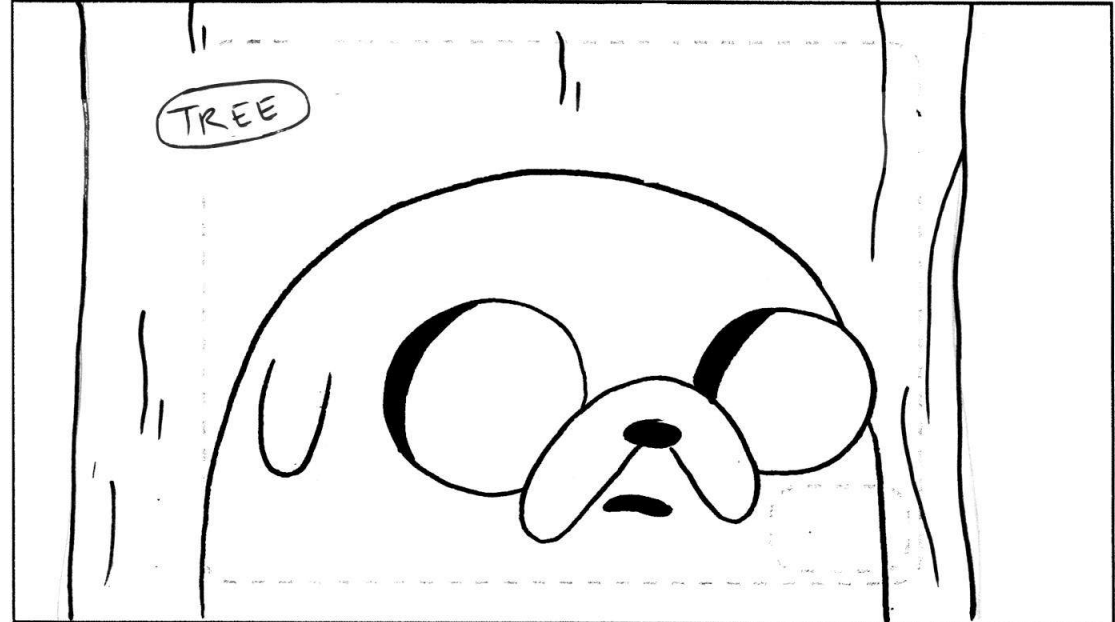


Ho
Cut

Sc. 74 Pnl. A1 Bg. day night



Sc. 75 Pnl. A Bg. day night



| |
|-------------|
| Dialog: |
| (J) Hmm ... |
| Action: |
| Timing: |

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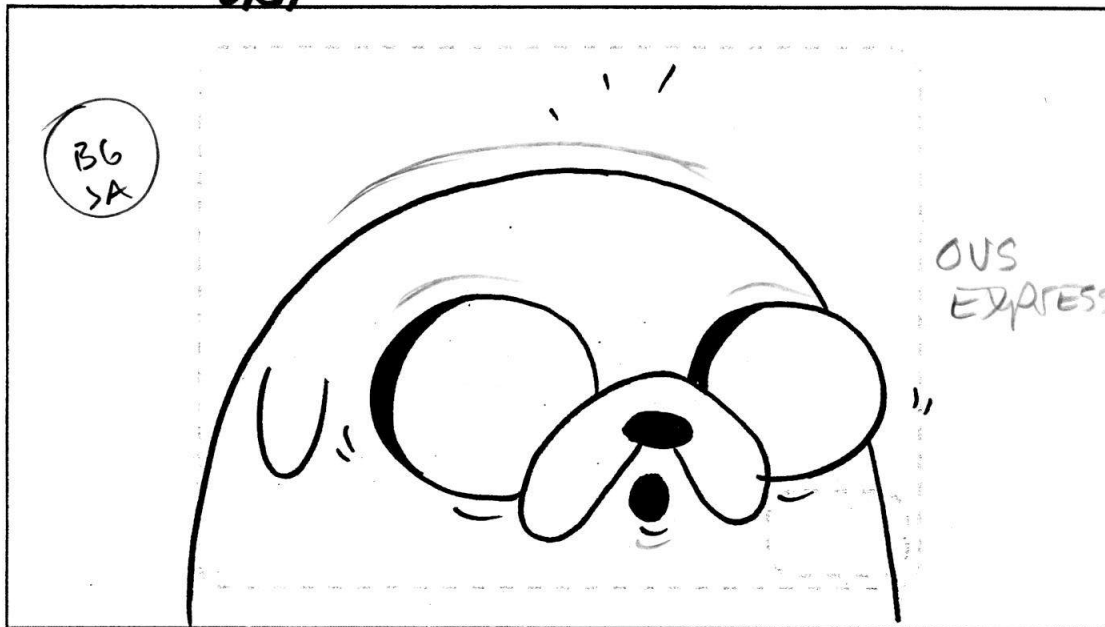
1025/171

ADVENTURE TIME

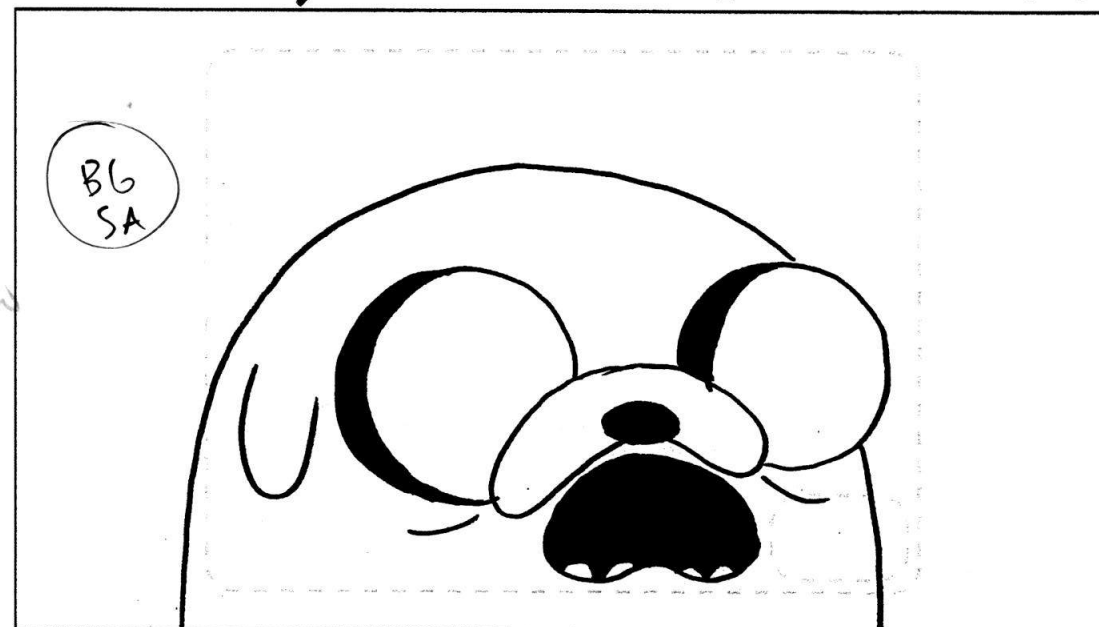


Page 83

Sc. 75 *cont* Pnl. B Bg. day night



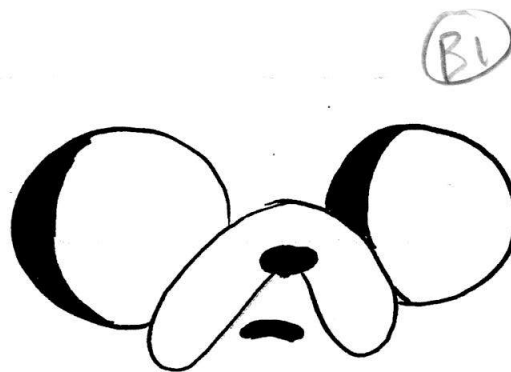
Sc. 75 *cont* Pnl. C Bg. day night



Dialog:

⑤ 'GASP!'

Action:



(EYES LOOK UP)

Timing:

⑤ LOOK AT THOSE
GAMS!!!

JAN 14 2014

Production :

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Ho
Cut

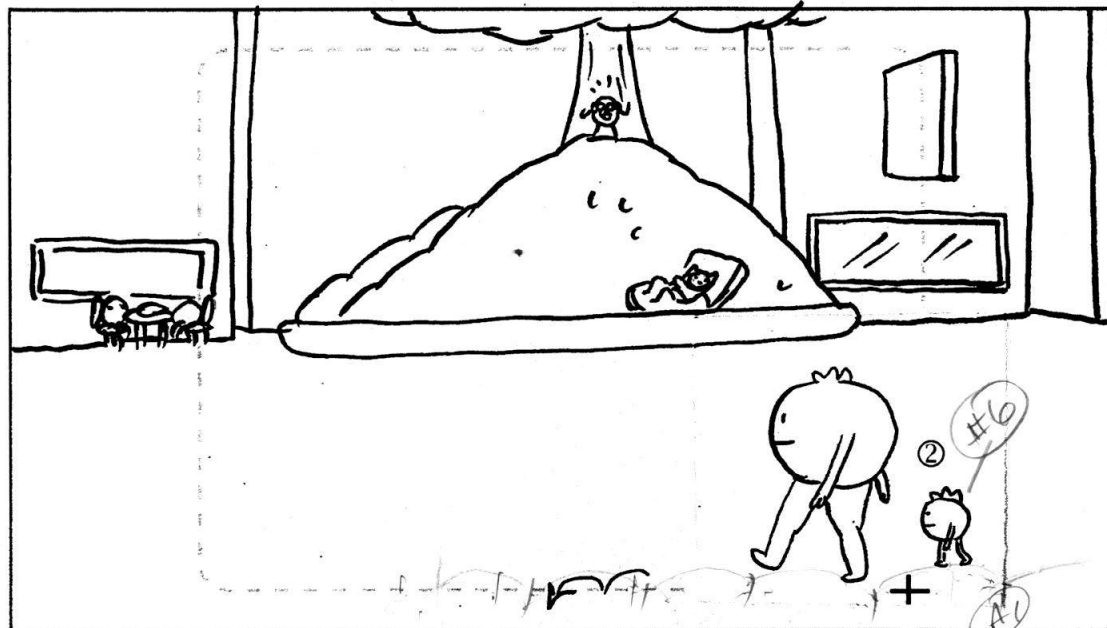
ADVENTURE TIME



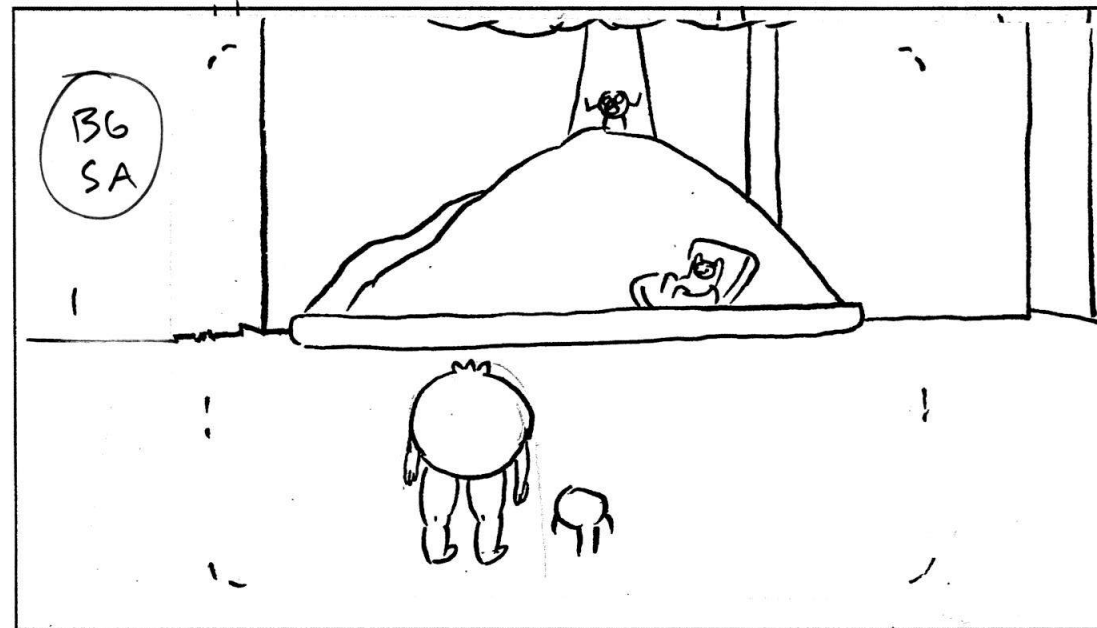
Page 84

Ho
Cut

Sc. 76 Pnl. A Bg. day night



Sc. 76 CONT Pnl. B Bg. day night



Dialog:

⑤ AYO! less! less!

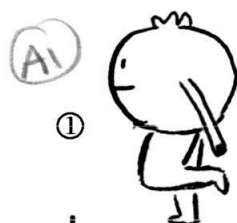
⑤ YOU WANNA BAG OF MONEY?

Action:

Dancer blue berry
and friend walk

JAN 14 2014

Timing:



Production :

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1025: 171

Hu
Cut

ADVENTURE TIME



Hu
Cut

Page 85

Hu
Cut

Sc. 77

Pnl. A

Bg.

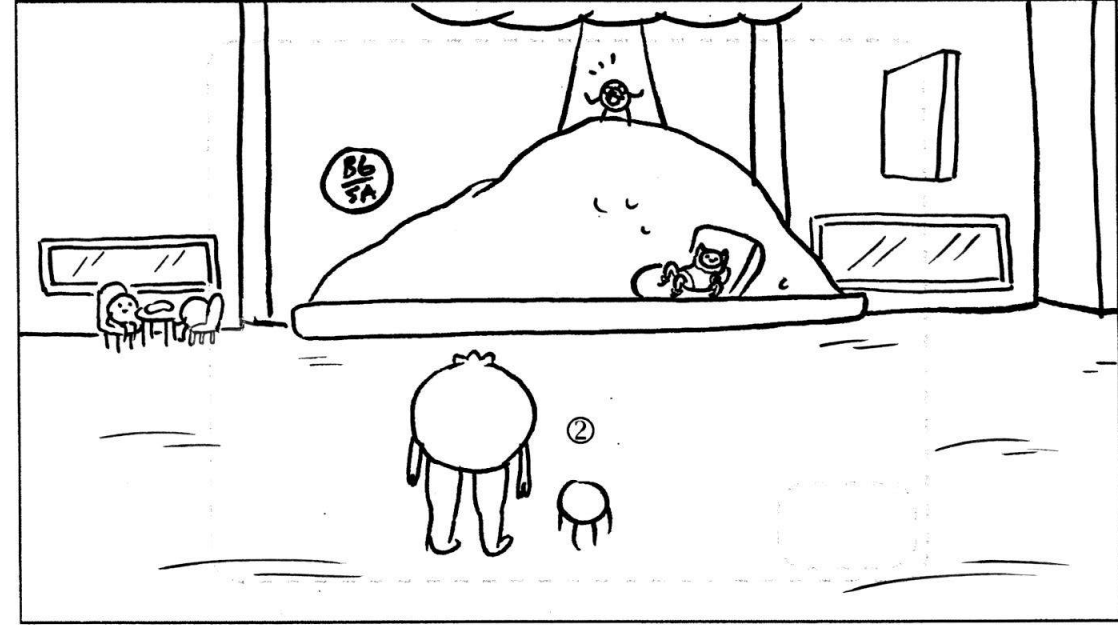
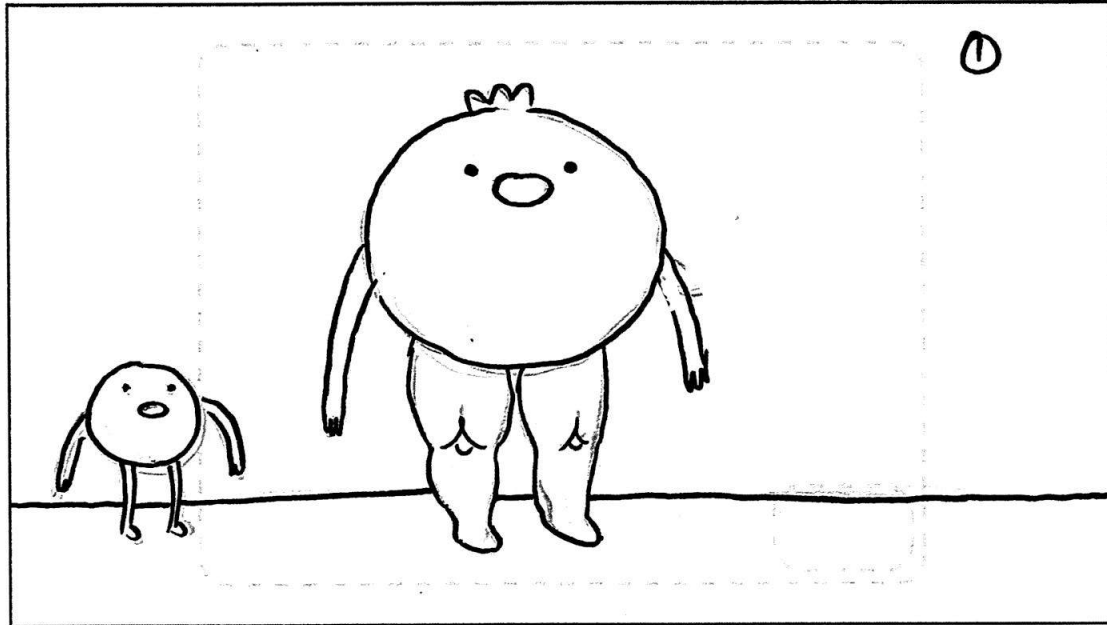
day night

Sc. 78

Pnl. A

Bg.

day night



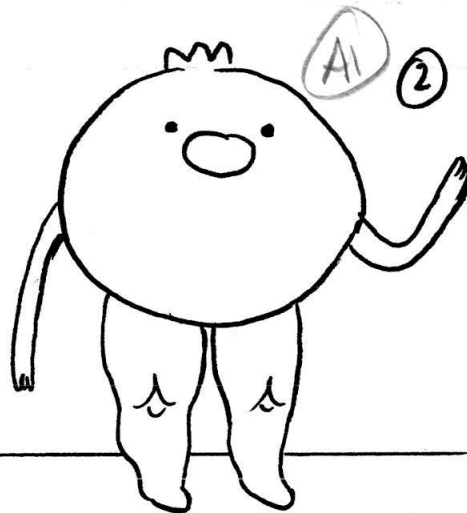
Dialog:

Blue berry DANCER - SURE!

J/ (Yelling) Well what are you gonna do for it!?

Action:

Timing:



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1025/171

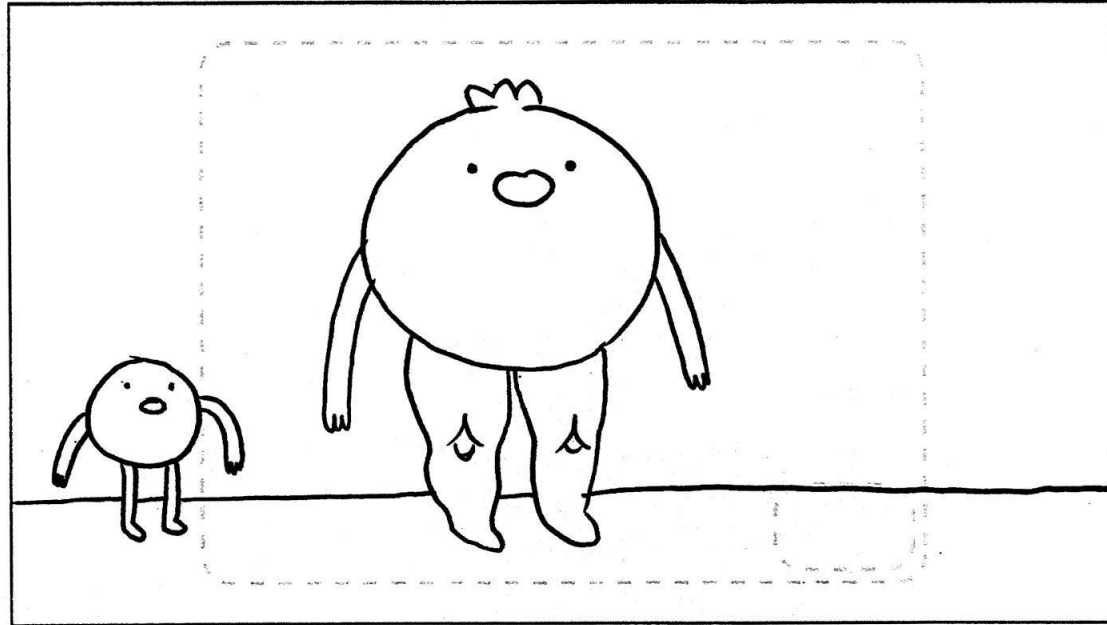
Ho
Cut

ADVENTURE TIME

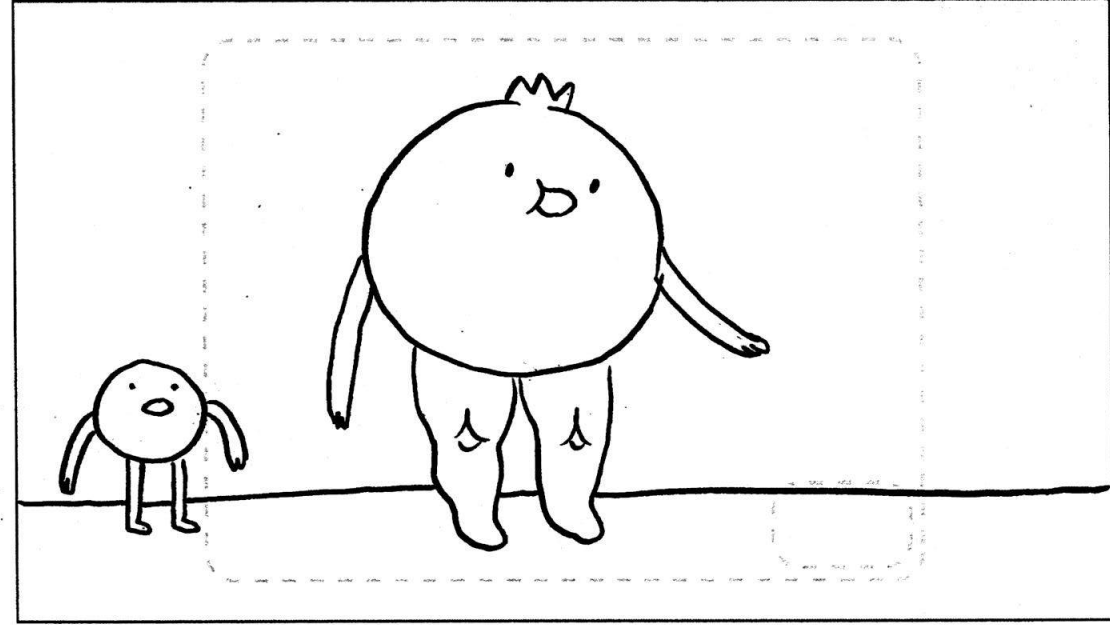


Page 86

Sc. 79 Pnl. A Bg. day night



Sc. 79 cont Pnl. B Bg. day night



Dialog:

(b) (MEERLY) WELL VH,...

Action:

(START POSE)

JAN 14 2014

Timing:

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Production :

1025/171

ADVENTURE TIME

NO
SC
80



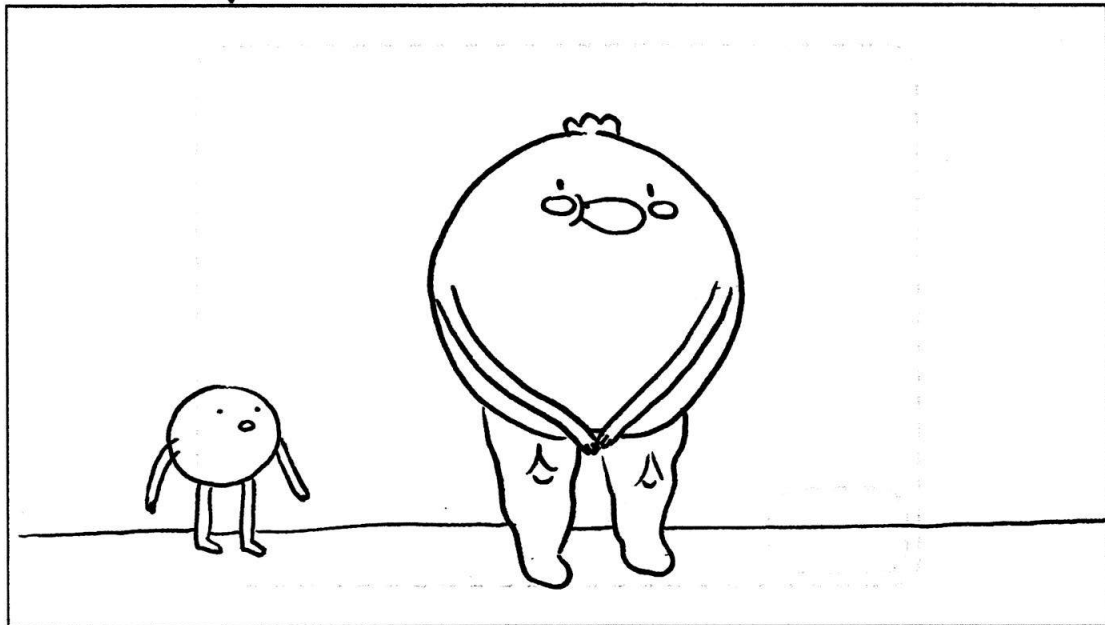
Page 87

Sc. 79 *cont*

Pnl. C

Bg.

day night



Sc. 81

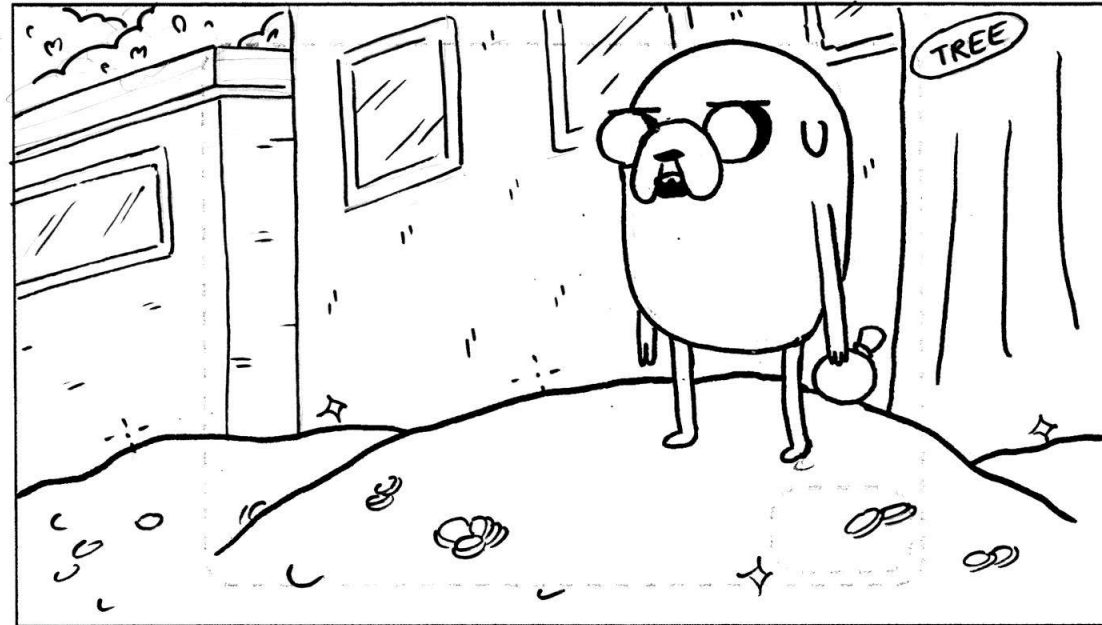
81

Pnl. A

A

Bg.

day night



Dialog:

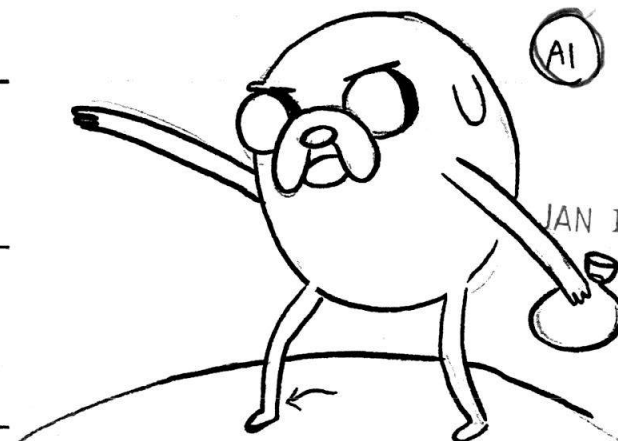
(B) (EMBARRASED) I AM A D'ANCER
BY TRADE.

(J) SHOW ME

Action:

(JAKE
REELS
BACK)

Timing:



JAN 14 2014

Production :

EPISODE #

1025-171

1025/171

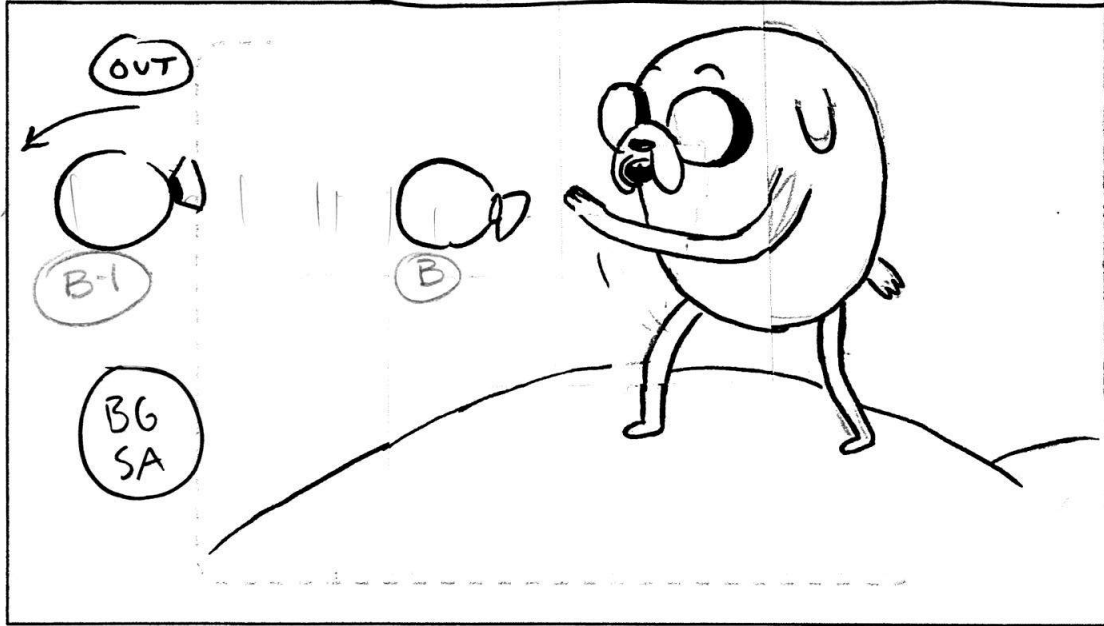
1025/171

ADVENTURE TIME

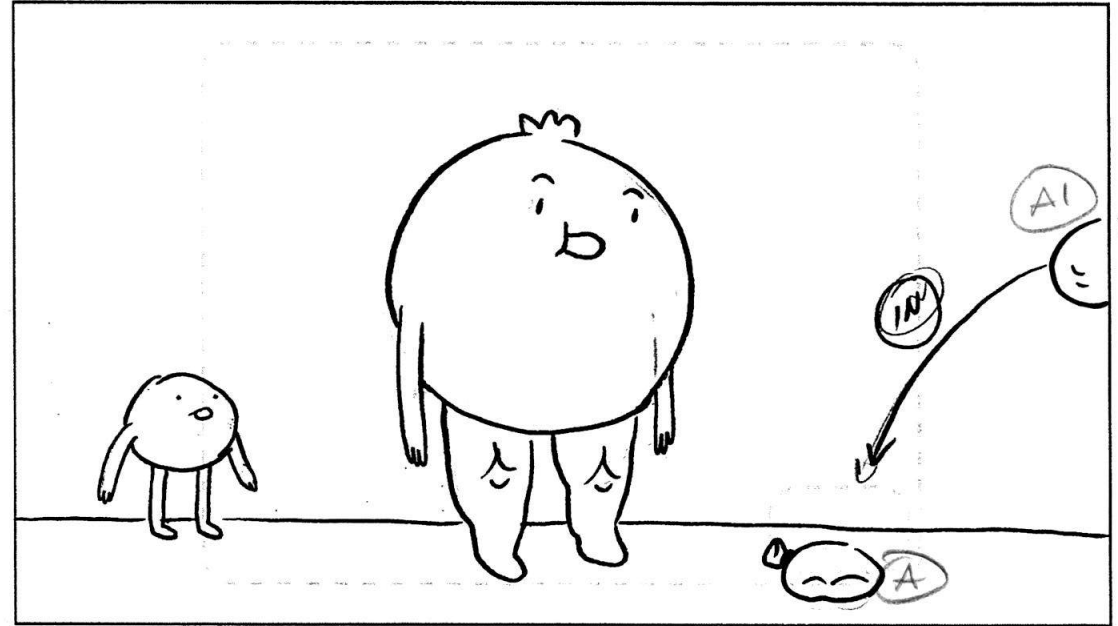


Page 88

Sc. 81 cont Pnl. B Bg. day night



Sc. 82 Pnl. A Bg. day night



| | |
|---------|----------------|
| Dialog: | |
| Action: | Take hucks bag |
| Timing: | |

JAN 14 2014

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Production :

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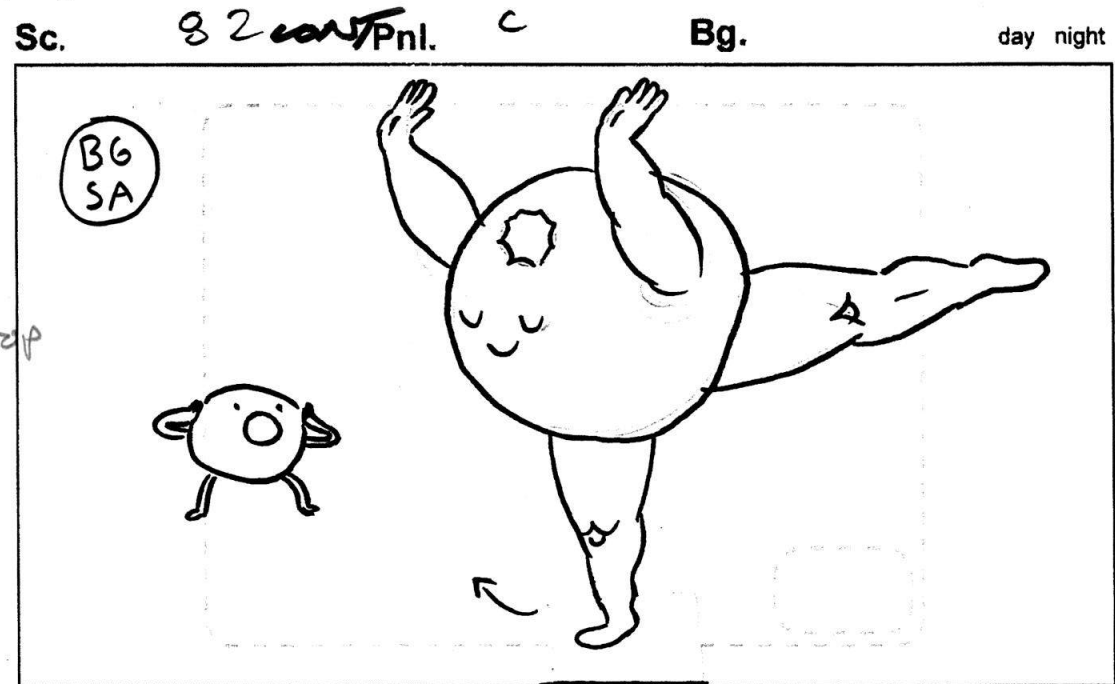
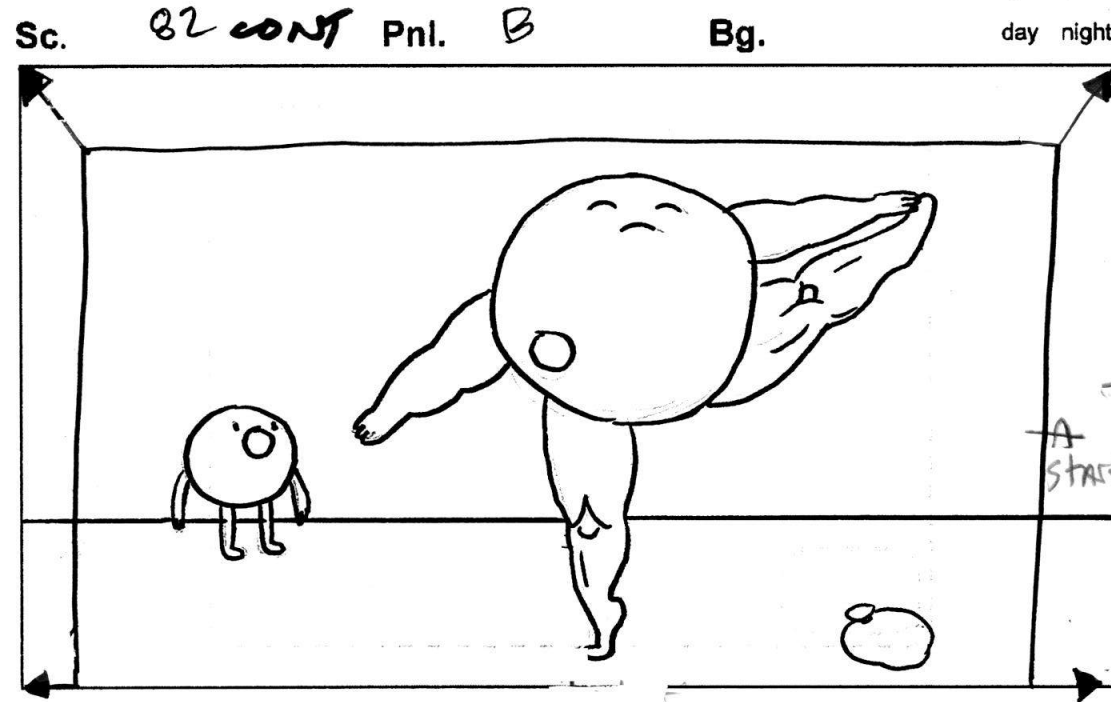
1025/171

1025/171

ADVENTURE TIME



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| | |
|---------|--|
| Dialog: | <u>truck out</u> |
| Action: | <u>-BB DANCER (CAM TRUCK OUT) STARS DANCING.</u> |
| Timing: | <u>-BBD TURNS GRACEFULLY</u> |
| | <u>JAN 14 2014</u> |

EPISODE # 1025-171

Production :

1025/171

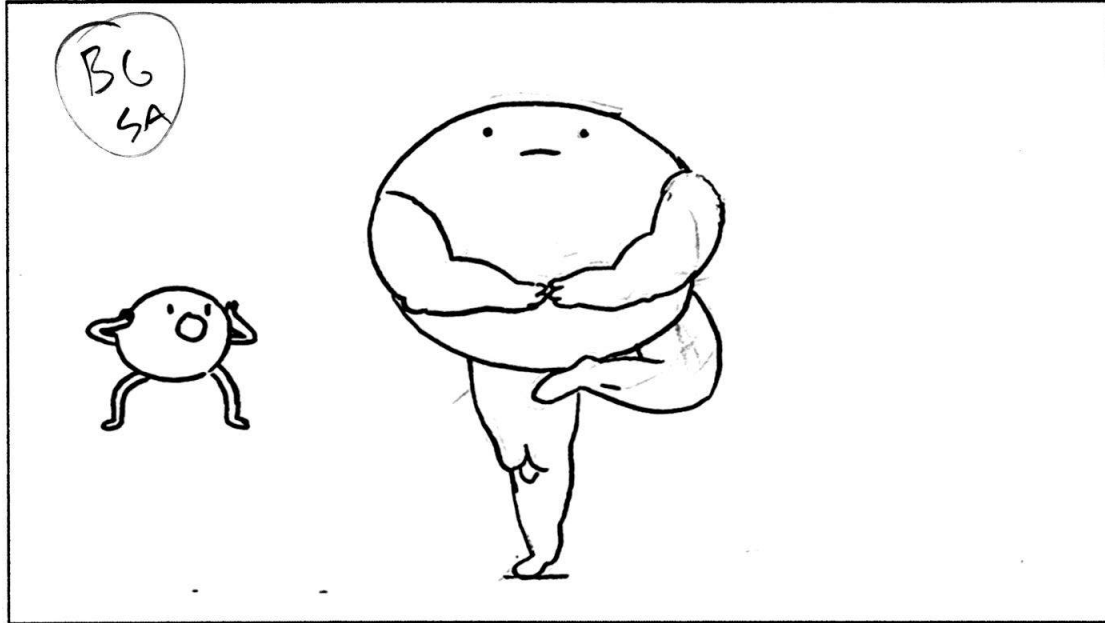
ADVENTURE TIME



Page 90

Sc. 82 cont Pnl. D Bg. day night

Sc. 82 cont Pnl. E Bg. day night



| |
|---------|
| Dialog: |
| Action: |
| Timing: |

↶ SPIN x 2 ↷

JAN 14 2014

HU
CUT

EPISODE # **1025-171**

Production :

1025/171

1025/171

ADVENTURE TIME



Page 91

Sc. 83

Pnl. A

Bg.

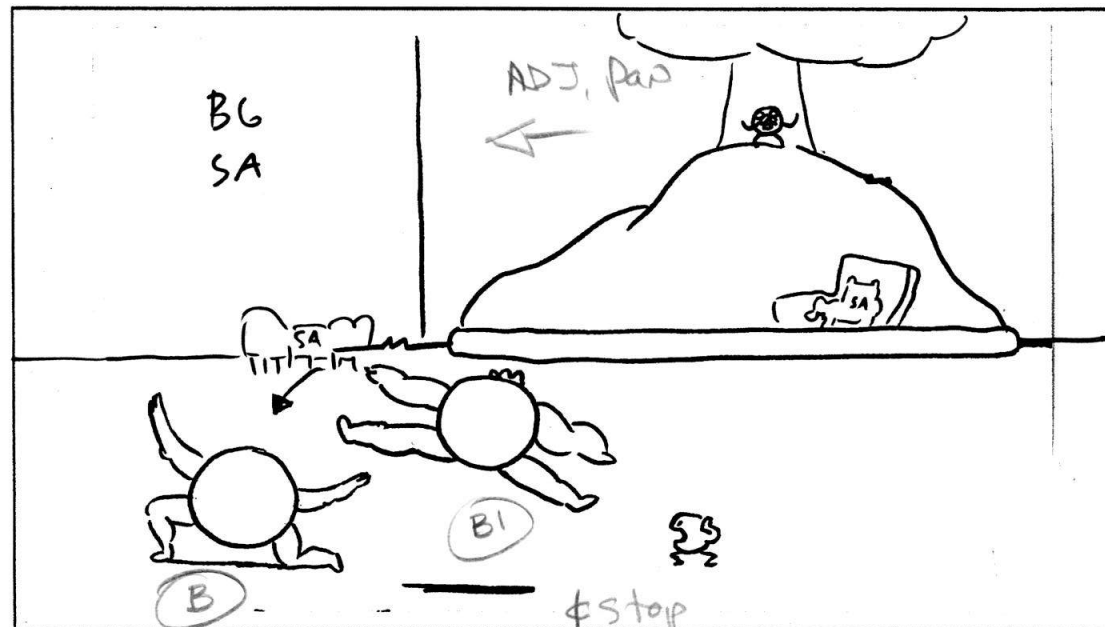
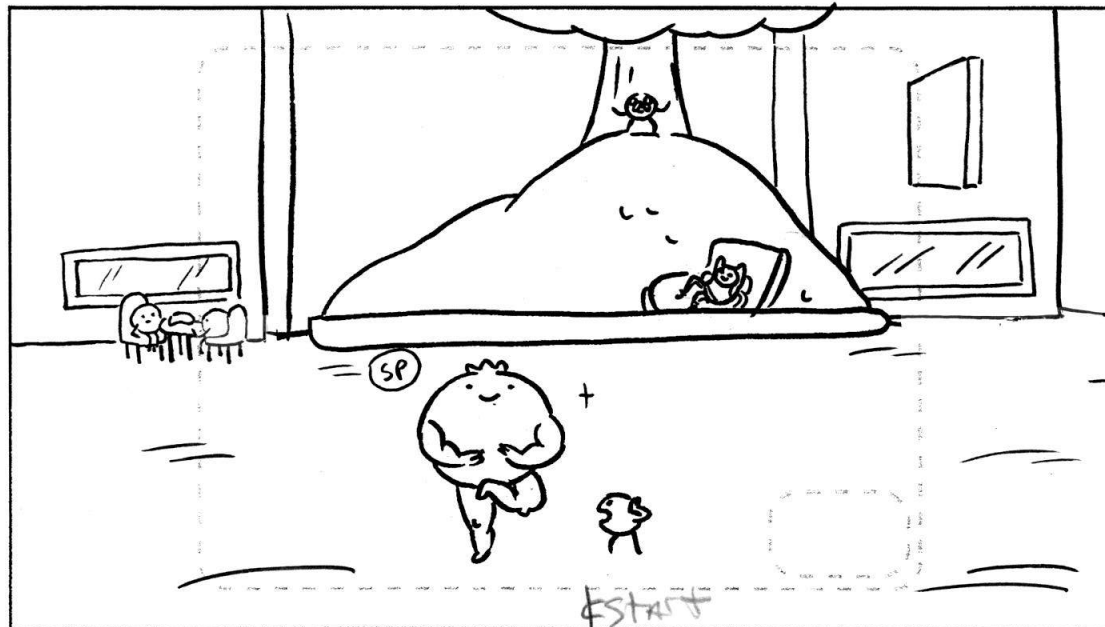
day night

Sc. 83 CONT

Pnl. B

Bg.

day night



Dialog:

Action:

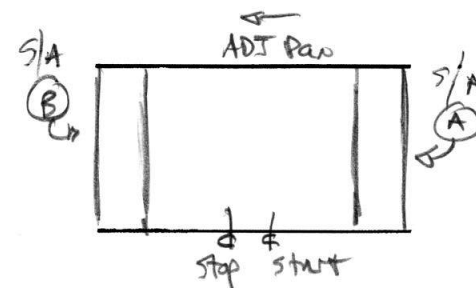
Timing:



DANCER:
BLUEBERRY ~~AAAA~~: HUP!

JAN 14 2014

- JUMPS
- LANDS



Production :

EPISODE #

1025-171

1025/171

1025/171

Ho
Cut

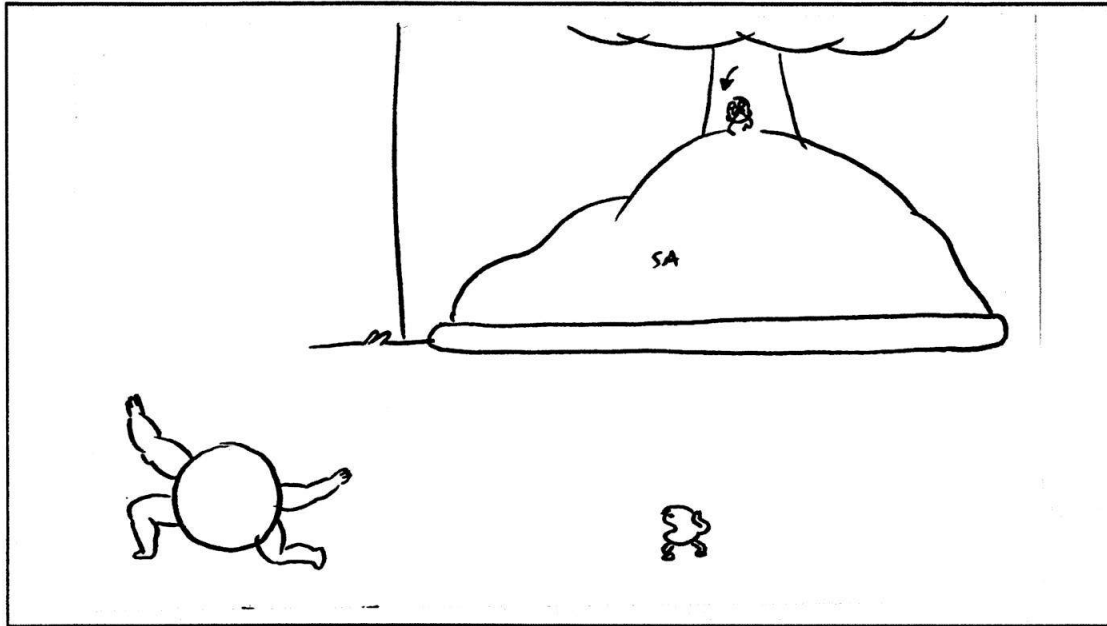
1025/171

ADVENTURE TIME

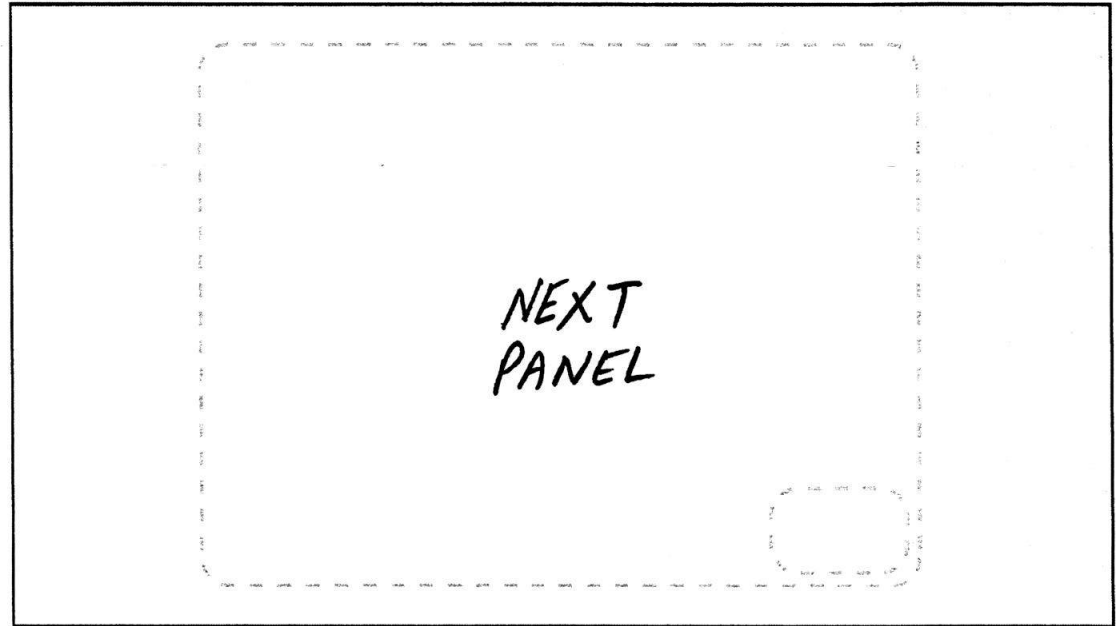


Page 92

Sc. 83 *CONT* Pnl. C Bg. day night



Sc. Pnl. Bg. day night



| | |
|---------|--|
| Dialog: | |
| Action: | <p>Jaice starts to dance.</p> <p>JAN 14 2014</p> |
| Timing: | |

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EPISODE #

1025/171

Production :

1025/171

ADVENTURE TIME

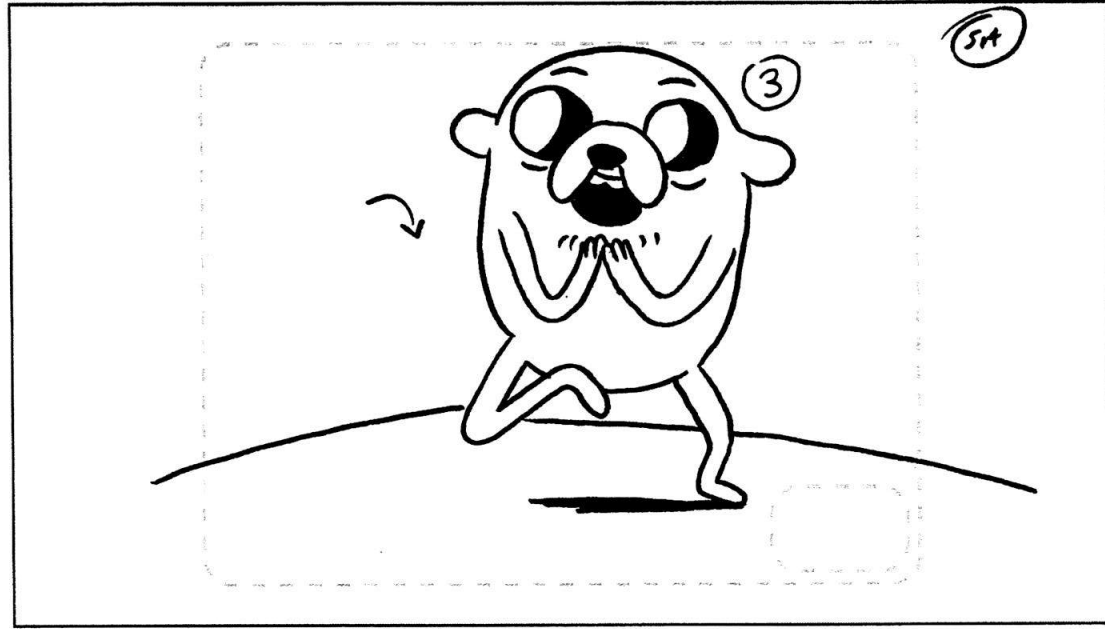


Page 93

Sc. 84 Pnl. A Bg. day night



Sc. 84 cont Pnl. B Bg. day night



Dialog:

Cycle
CLAPS

(A1)
(A2)

Action:

ears
OVERLAP

(2)
(A2)

(J): HAH A H A H A H A H A !!!

- Jumps side to side
claps rapidly.

CYCLE:

(1), (2), (3), (4) REPEAT

(4)
(B1)

JAN 14 2014

Production :

EPISODE # 1025-171

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1025/171

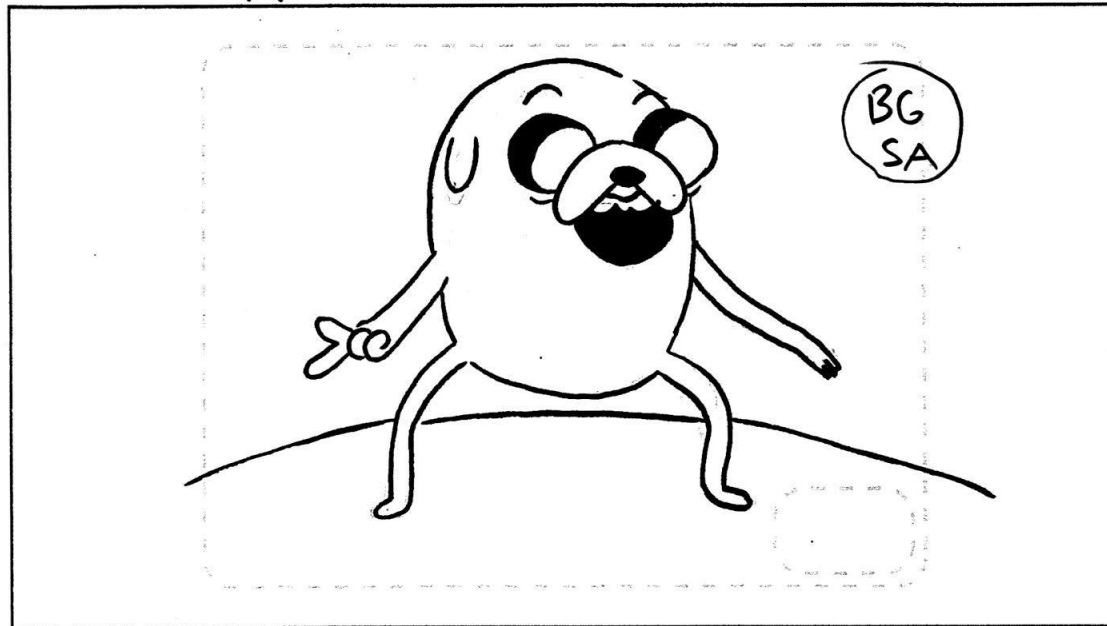
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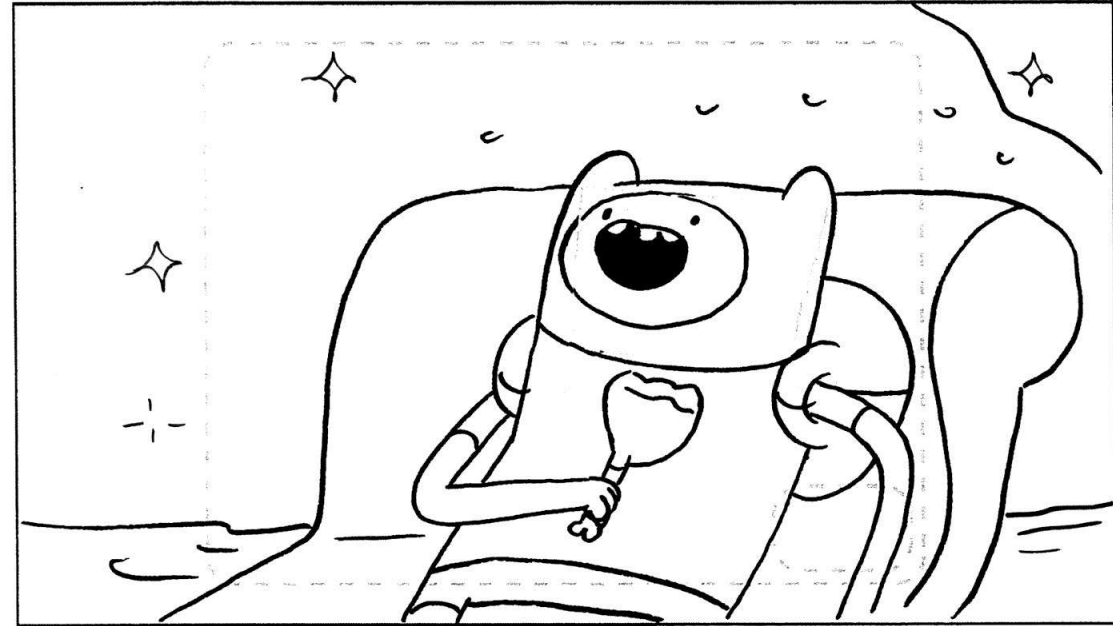


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Sc. 84 *cont* Pnl. C Bg. day night



Sc. 85 Pnl. A Bg. day night



Dialog:

(J) FINN LOOK! I MADE THIS GUY DANCE!

(F)

YEAH MAN! HE'S DANCING FOR THAT MONEY!

Action:

JAN 14 2014

Timing:

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Production :

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1025/171

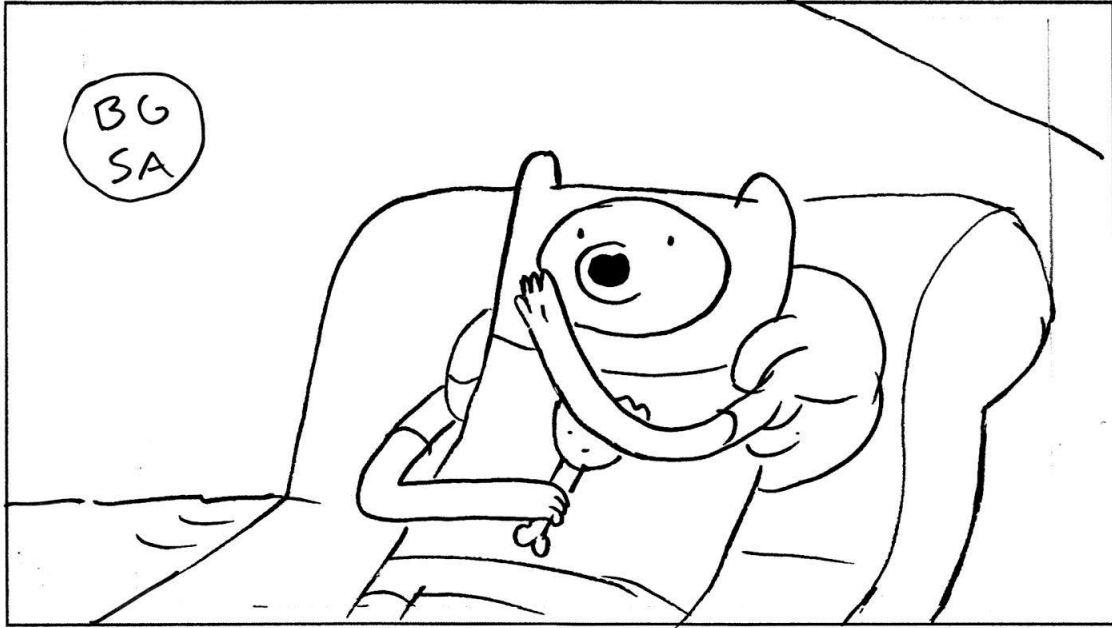
ADVENTURE TIME



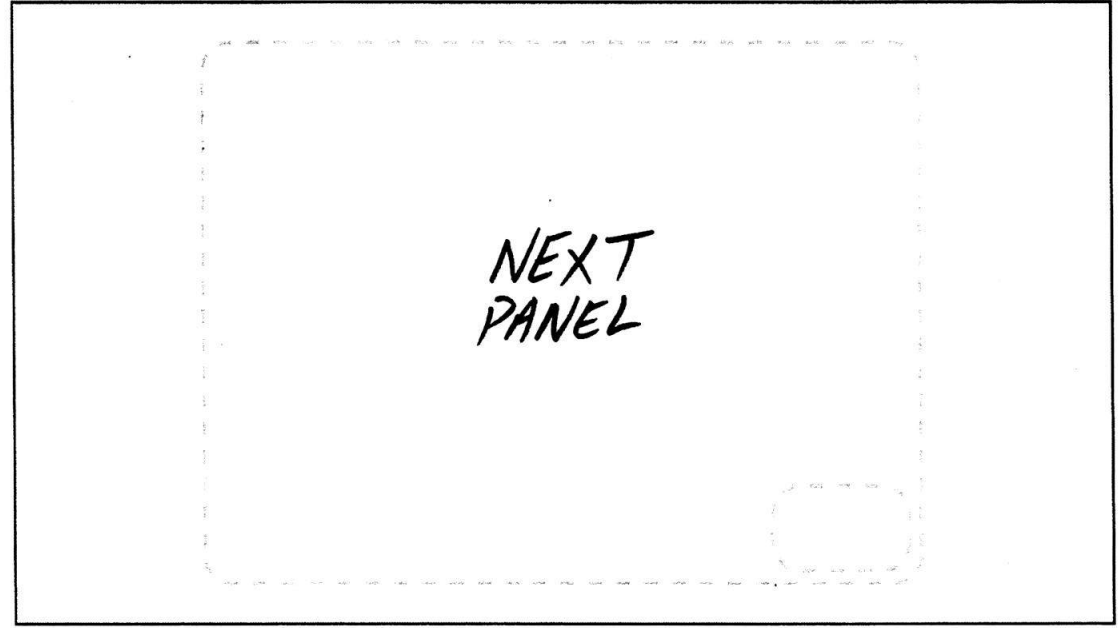
HO
Cut

Page 95

Sc. 85 cont Pnl. B Bg. day night



Sc. Pnl. Bg. day night



| |
|---------|
| Dialog: |
| Action: |
| Timing: |

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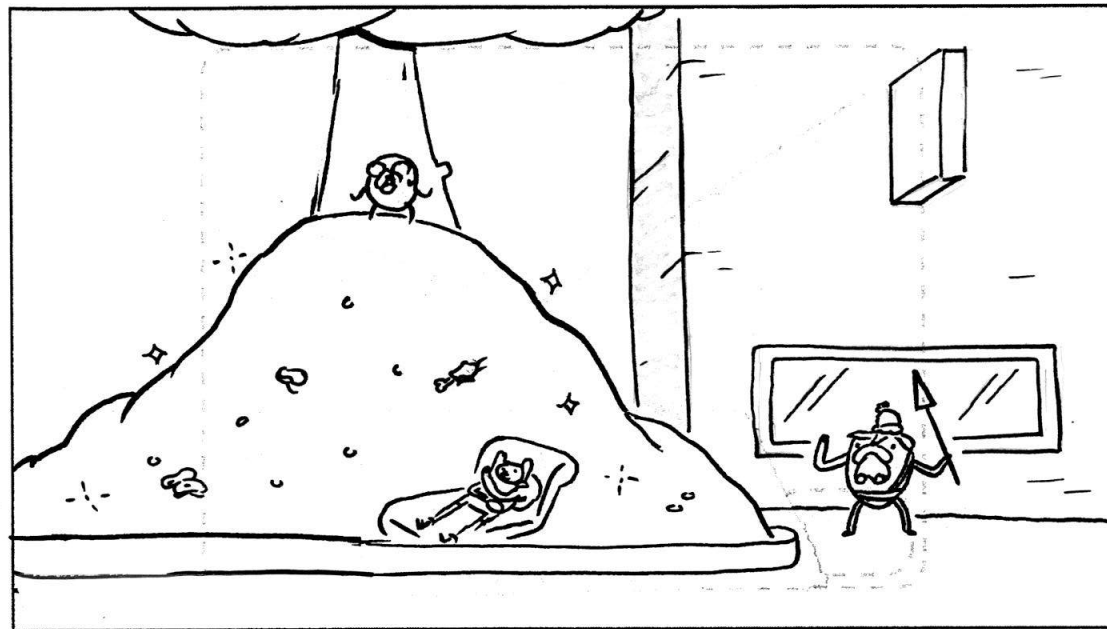
Hu
Cut

ADVENTURE TIME

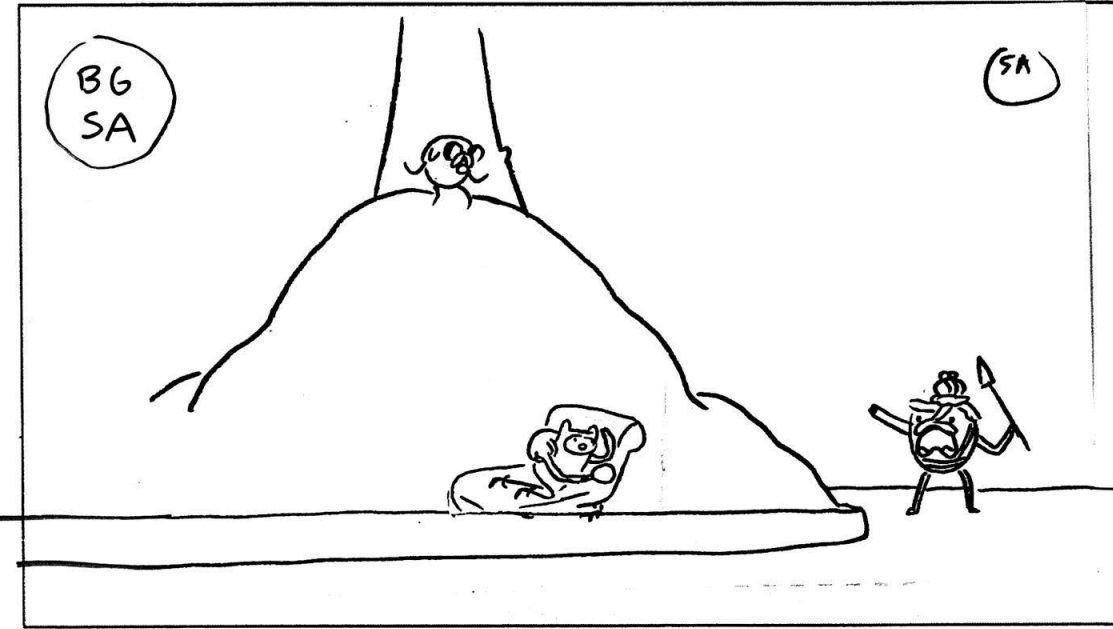


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Sc. 86 Pnl. A Bg. day night



Sc. 86 CONT Pnl. B Bg. day night

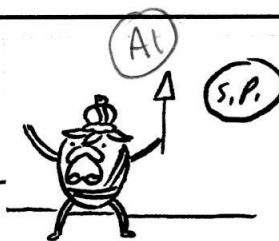


Dialog:

(B6) HOLD IT !

(B6) NO DANCING IN THE
STREETS WITH OUT
A PERMIT!!!

Action:



(- FINN TURNS OVER)

Timing:

JAN 14 2014

Hu
Cut

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HC
Cut

ADVENTURE TIME

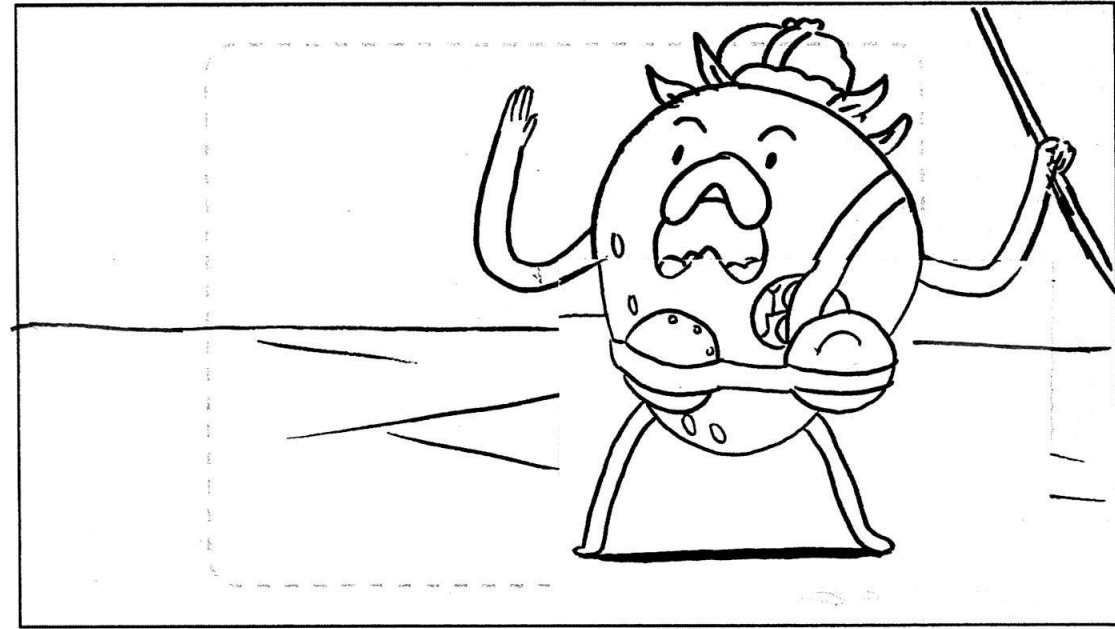


Cut

Sc. 87 Pnl. A Bg. day night



Sc. 88 Pnl. A Bg. day night



Page 97
97A NEXT

Dialog:

(J) GO AWAY DUDE.

(B6) HEY! YOU CAN'T TALK
TO ME LIKE THAT!

Action:

JAN 14 2014

Timing:

EPISODE # 1025-171

1025/171

Production :

1025/171

ADVENTURE TIME



Page 97A
98 NEXT
day night Cut

Sc. 88 *cont*

Pnl. B

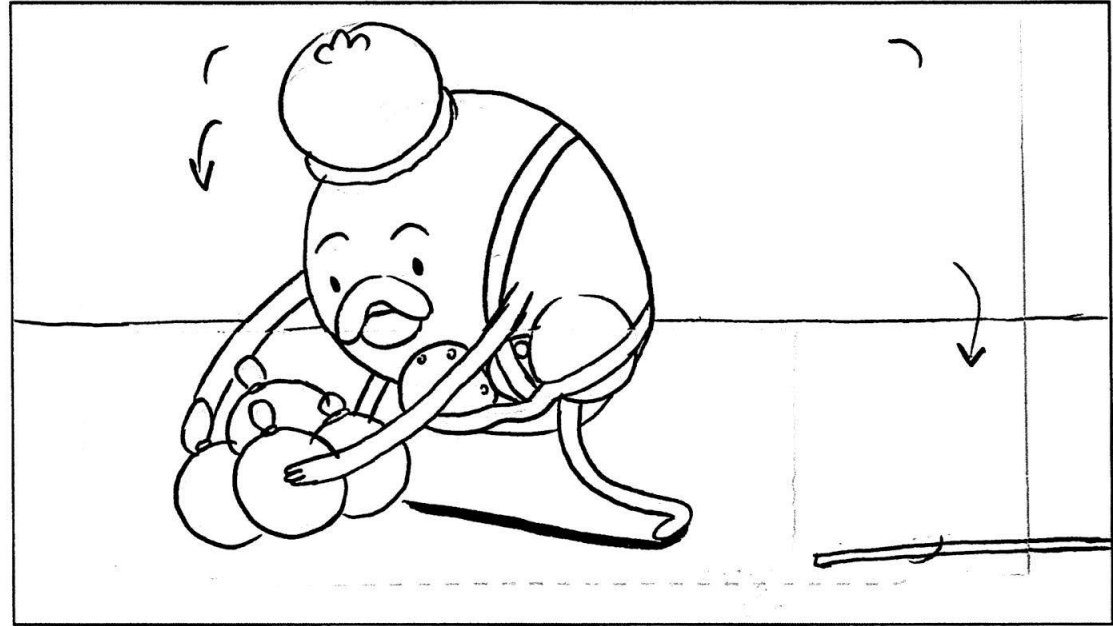
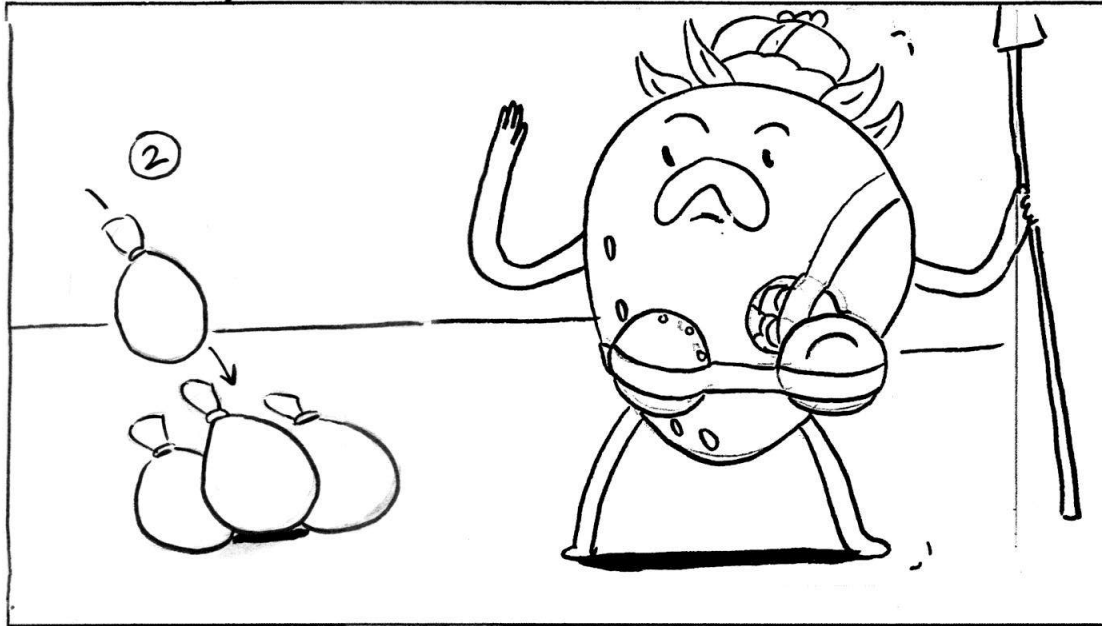
Bg.

day night

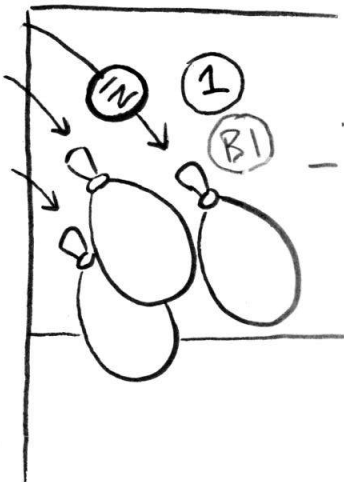
Sc. 88 *cont*

Pnl. C

Bg.



Dialog:



- money bags land in shot.

(Bg) - alright i'm going!

JAN 14 2014

1025-171

EPISODE #

1025/171

Production :

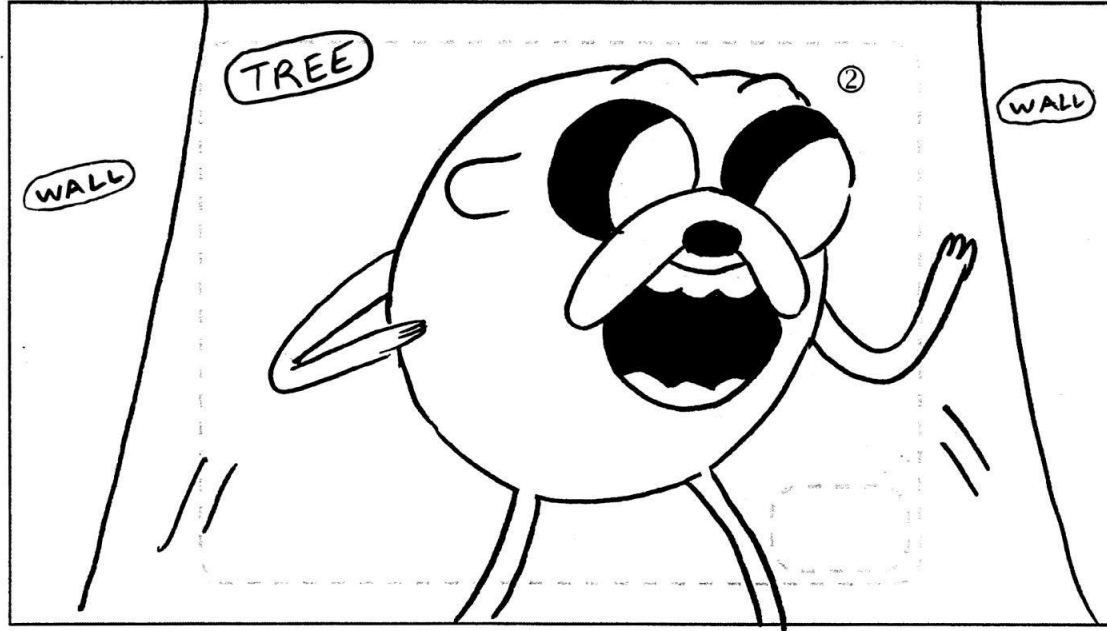
1025/171

ADVENTURE TIME

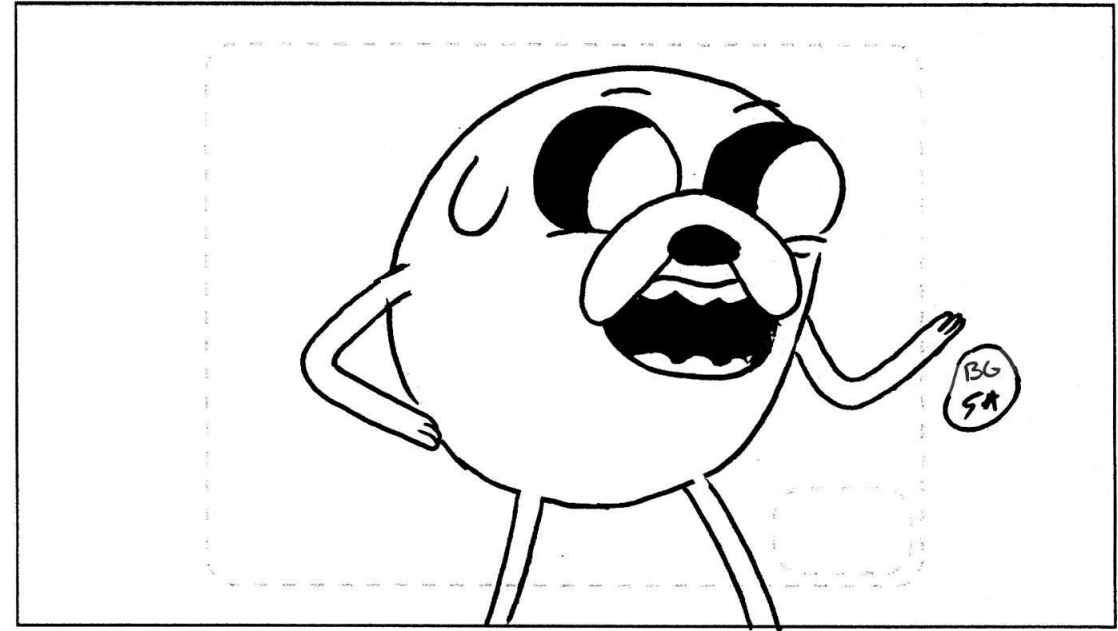


Page **98**

Sc. **89** Pnl. **A** Bg. day night



Sc. **89 cont** Pnl. **B** Bg. day night



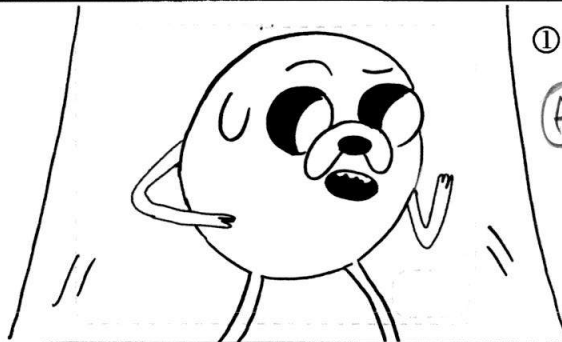
Dialog:

⑤ HAHAHHA !!!

⑤

THIS IS CRAZY, PEOPLE
DO ANYTHING FOR
MONEY!

Action:



①

AI

JAN 14 2014

Timing:

Production :

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1025/171

1025/171

Cut

Hu
Cut

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ADVENTURE TIME



Page 99

Sc. 90

Pnl. A

Bg.

day night

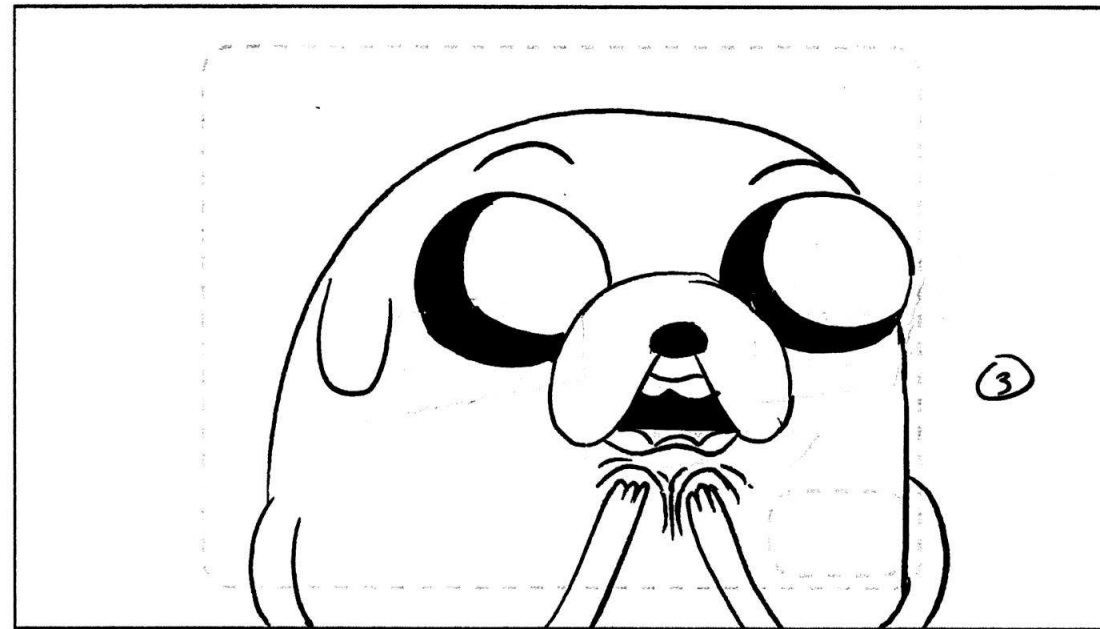
Sc.

90 CONT

Pnl. B

Bg.

day night



Dialog:

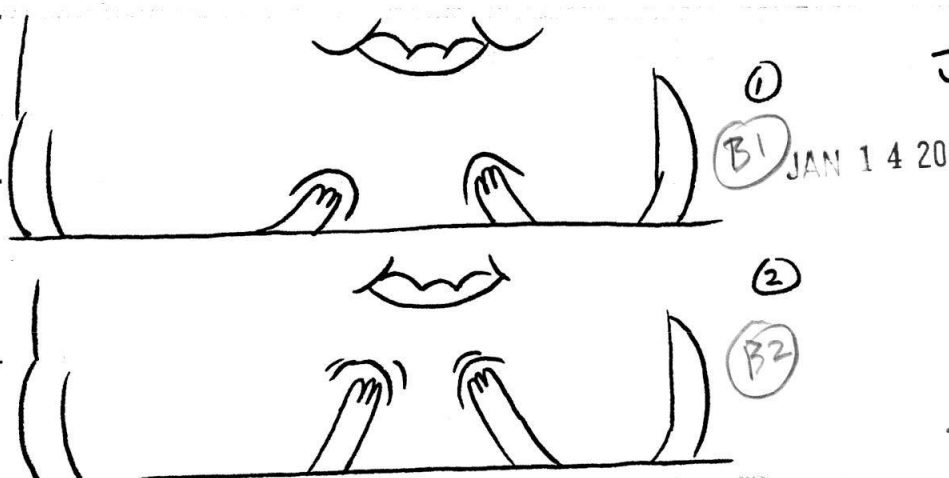
(J) (REALIZING) AND... I'VE GOT A
TUN OF MONEY...

Action

(S.P.) (A1)

(2)
Jake looks
up.

Timing



JAKE
pushes up
face slow
as he
says
LINE.

EPISODE #

1025-171

1025/171

1025/171

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1025/171

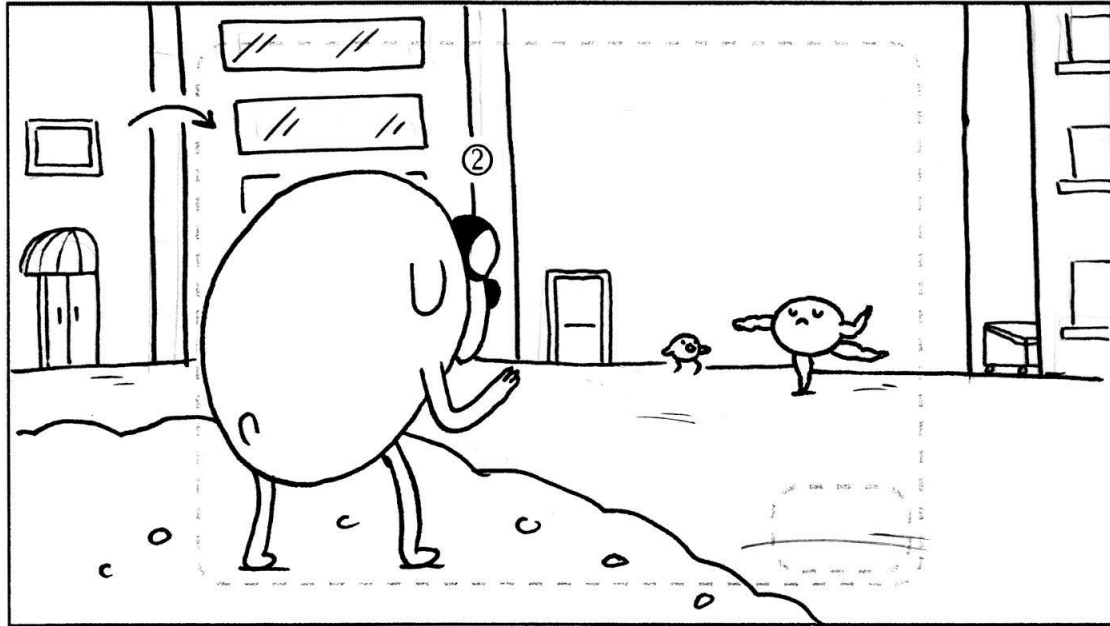
HV
cut

ADVENTURE TIME

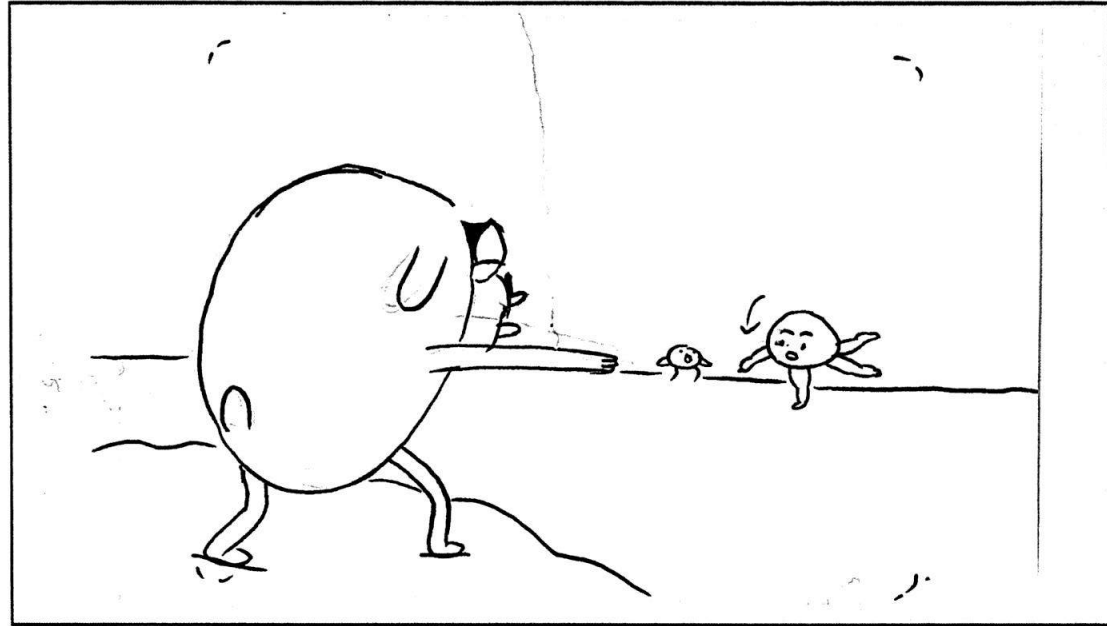


Page 100

Sc. 91 Pnl. A Bg. day night



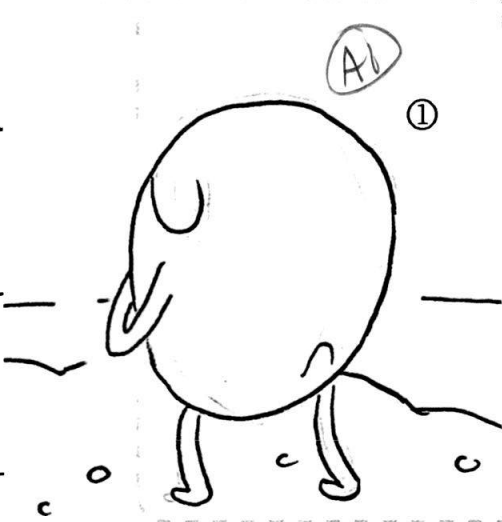
Sc. 91 CONT Pnl. B Bg. day night



Dialog:

Action:

Timing:



(J) DANCE HARDER, LEGS!

JAN 14 2014

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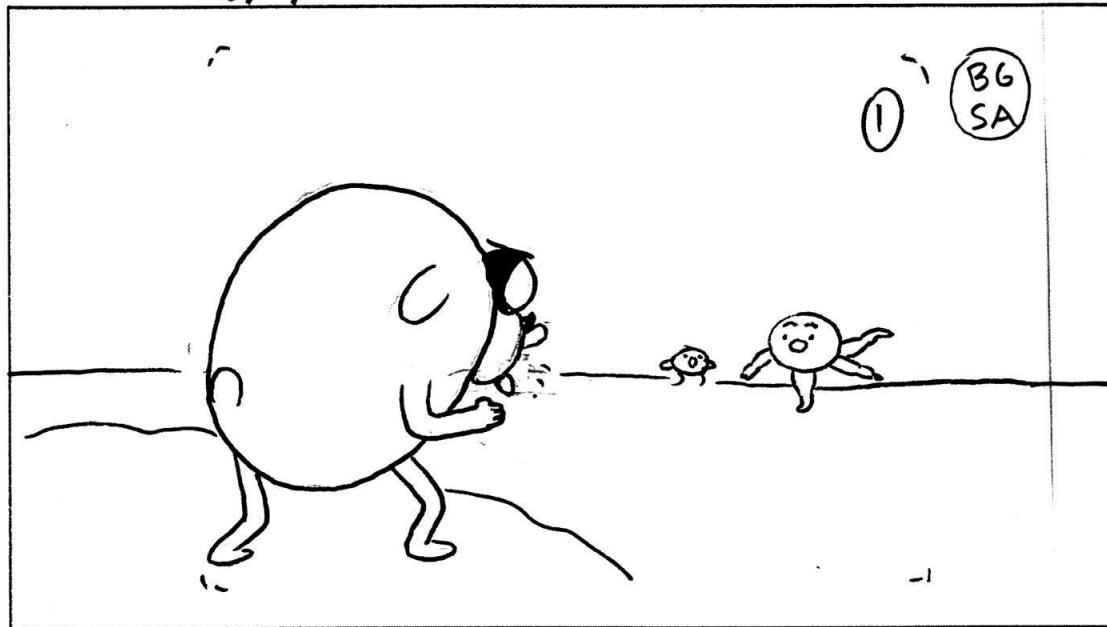
1025/171

ADVENTURE TIME

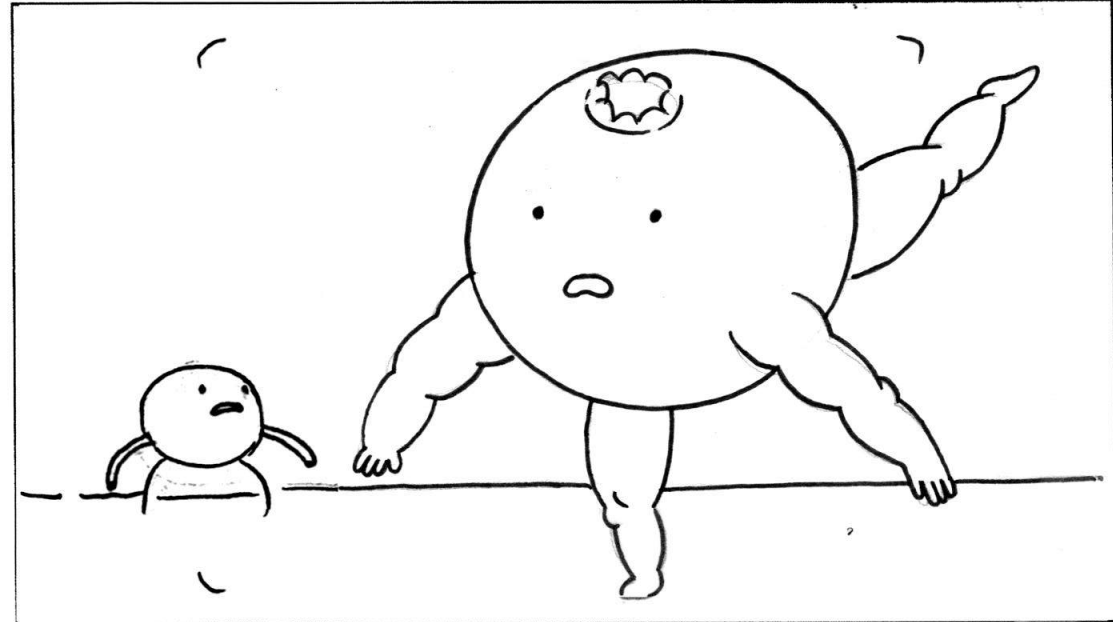


Page 101
101ANEXT
day night

Sc. 91 cont Pnl. C Bg. day night



Sc. 92 Pnl. A Bg. day night



Dialog:

(J) HARDER !!

Action:



Timing:

Grab Coins



Pick up Coins

(3) (Jake Scoops up treasure)

JAN 14 2014

Production :

EPISODE #

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1025/171

1025/171

1025/171

ADVENTURE TIME



Page 101A
102 NEXT
day night

Sc.92 *cont*



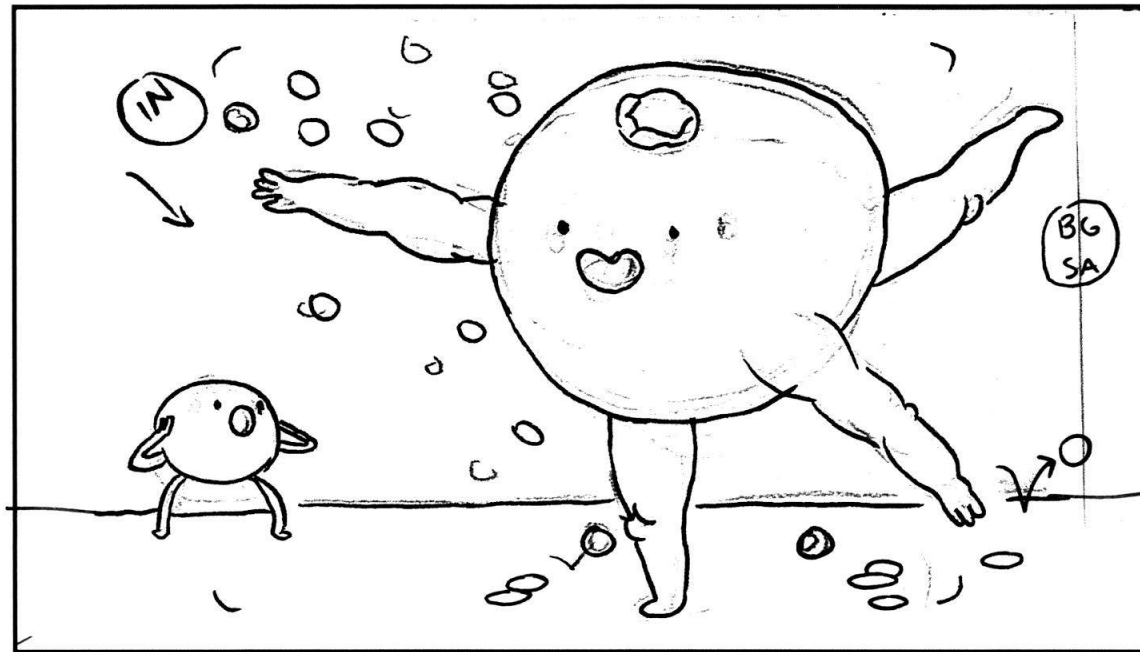
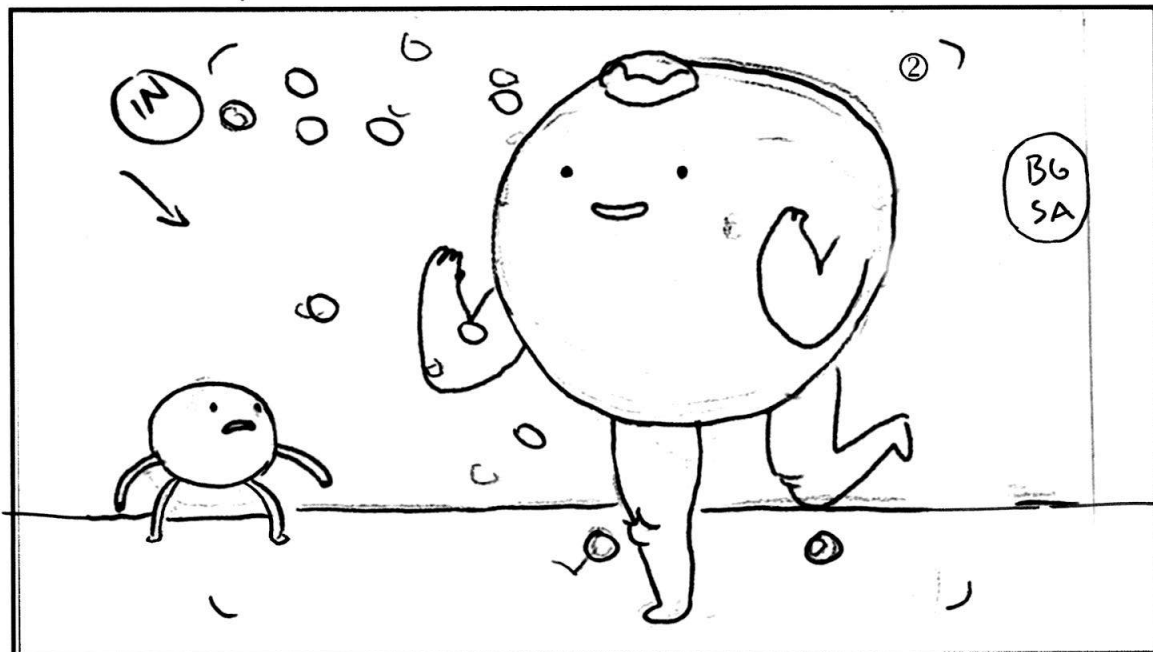
Bg.

day night

Sc. 92 *cont*



Bg.



Dialog:

sfx: {change hitting ground}
B. BERRY - ow! HA! ow!

Action:

JAN 14 2014

Timing:

EPISODE #

1025/171

Production:

1025/171

ADVENTURE TIME



Cut

Page 102

Sc. a2 cont



Bg.

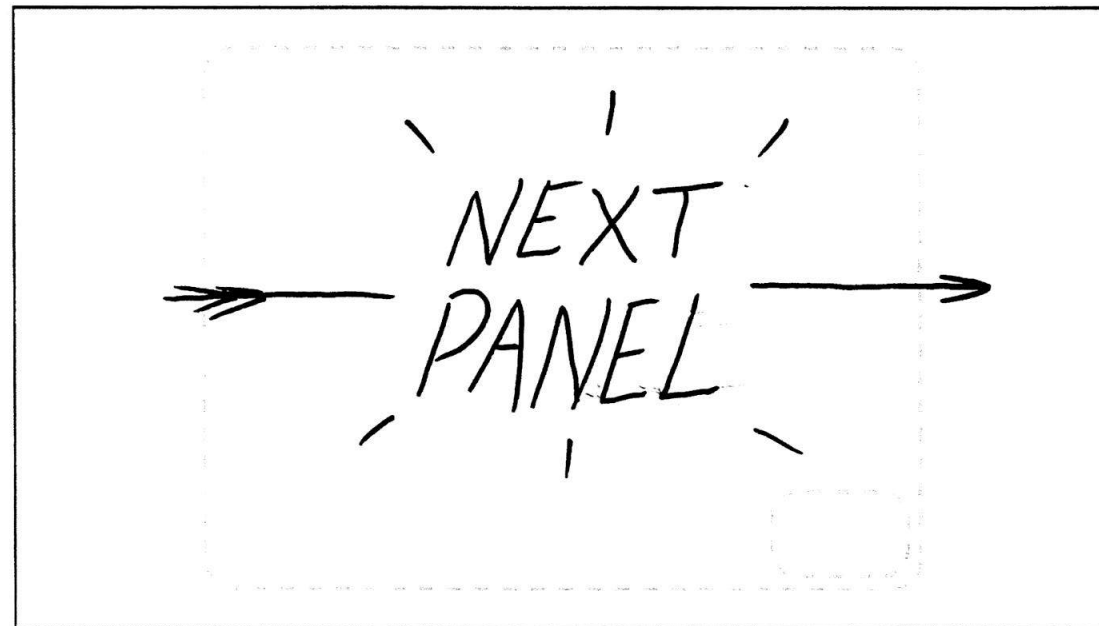
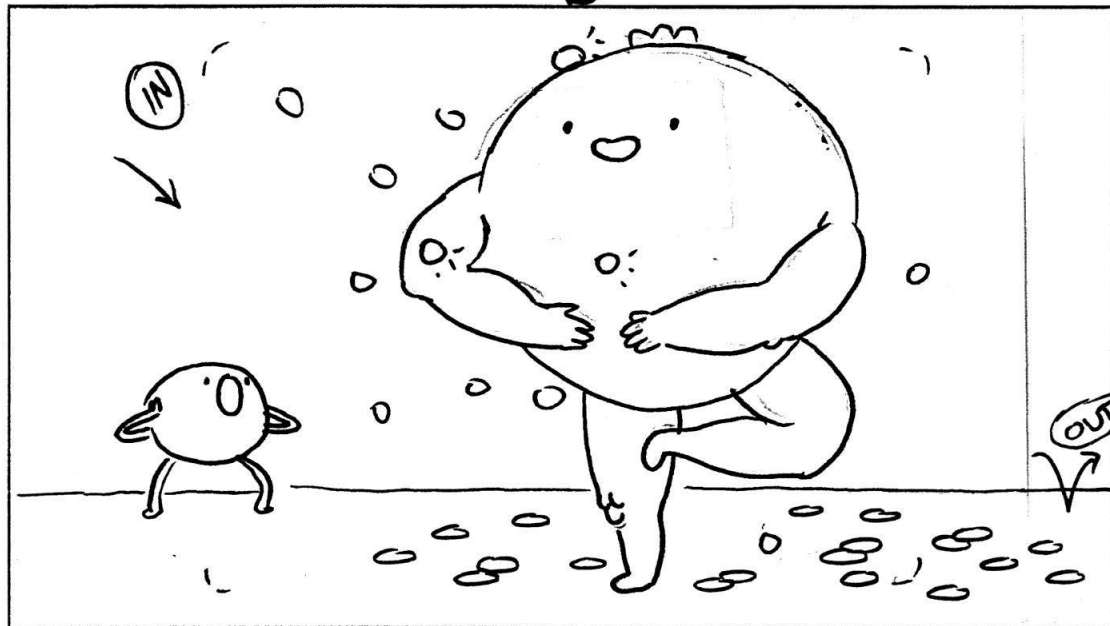
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(bb) - owow!

Action:

(change flies in)

Timing:

JAN 14 2014

EPISODE #

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ADVENTURE TIME



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Sc. 93

Pnl. A

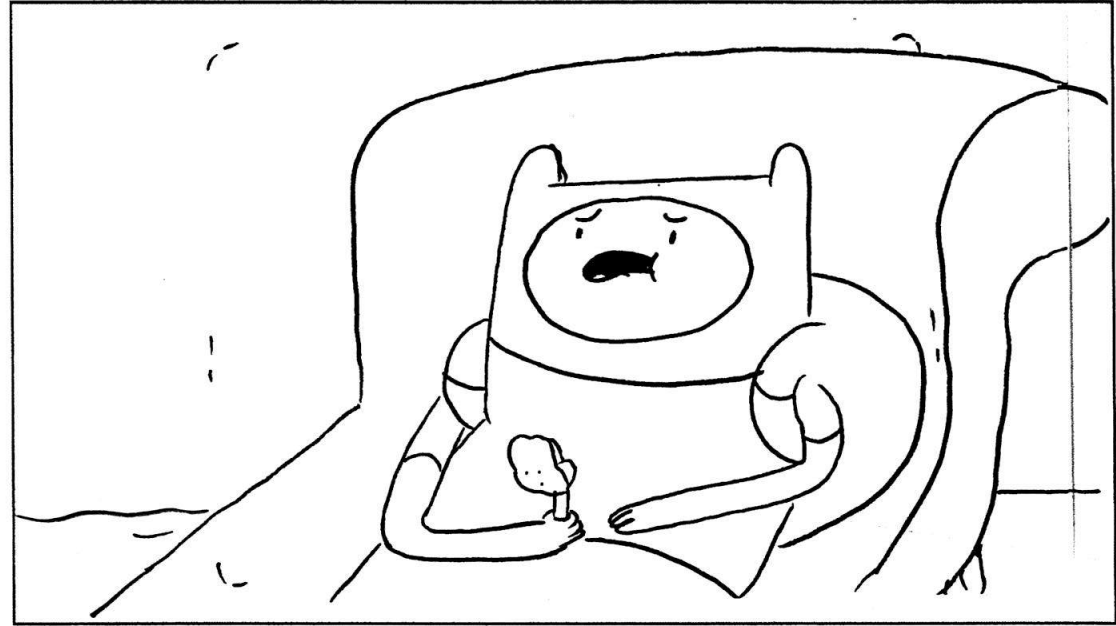
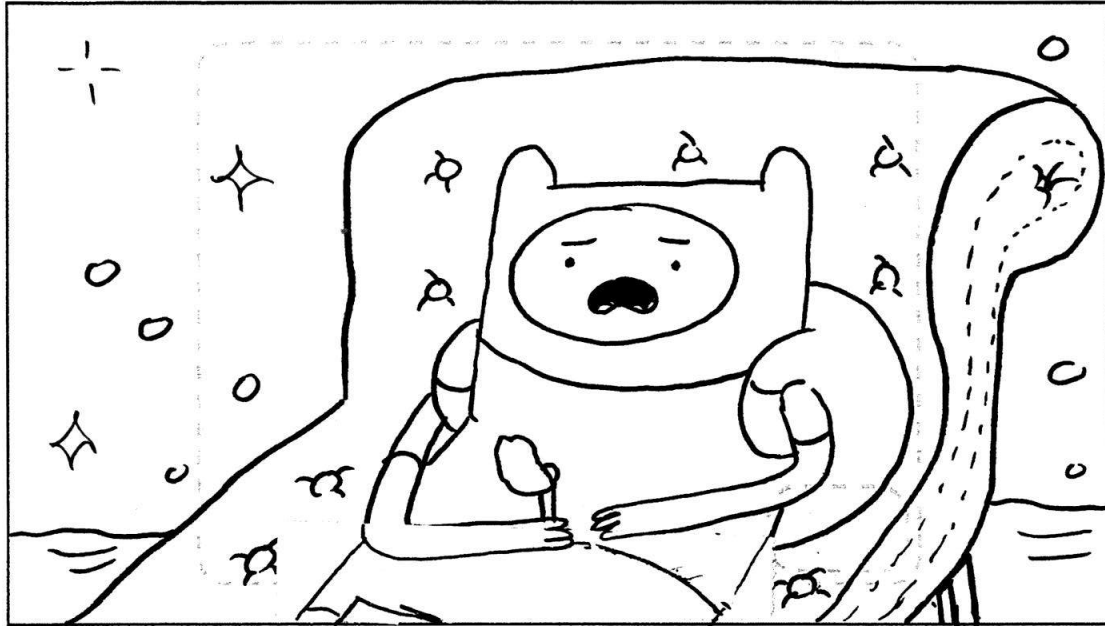
Bg.

day night

Sc. 93 *CONST* Pnl. B

Bg.

day night



Dialog:

(bb): (O.S) ow! ow! AHA! ow!

Action:

FINN LOOKS UP
at Jake

JAN 14 2014

Timing:

EPISODE #

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Production :

1025/171

1025/171

1025/171

Cut

Cut

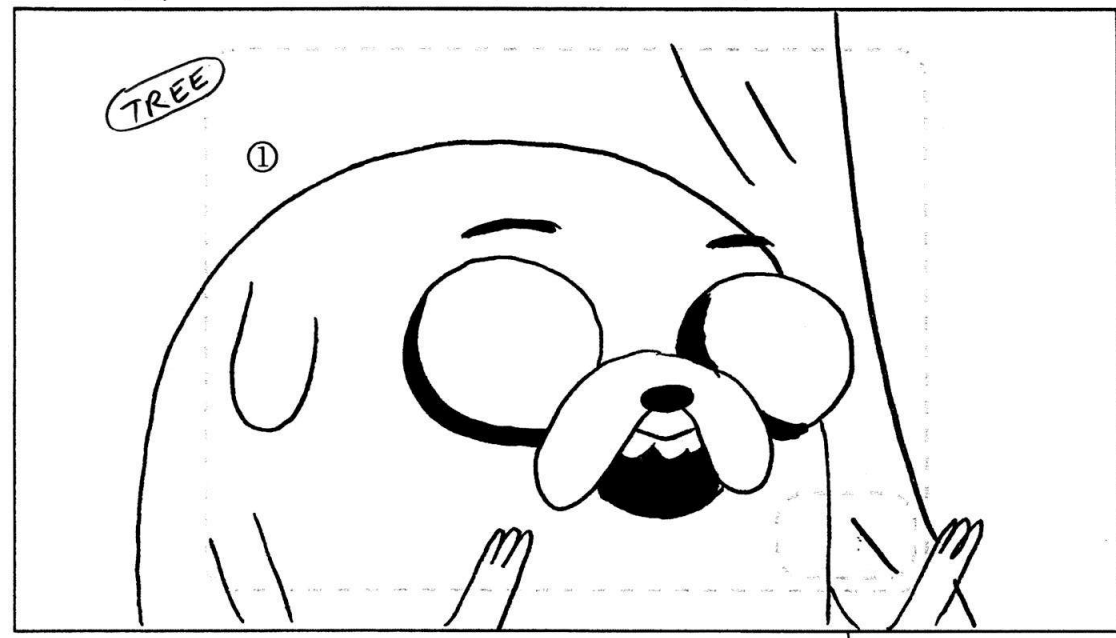
Cut

ADVENTURE TIME



Sc. 94 Pnl. A Bg. day night

Sc. 94 cont Pnl. B Bg. day night



| | | |
|---------|---------------------------------|------------------------|
| Dialog: | (J) H A H A H E H . . . | |
| Action: | | (MOOD WEARS OFF . . .) |
| Timing: | JAN 1 4 2014 | |



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1025/171

Production :

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1025/171

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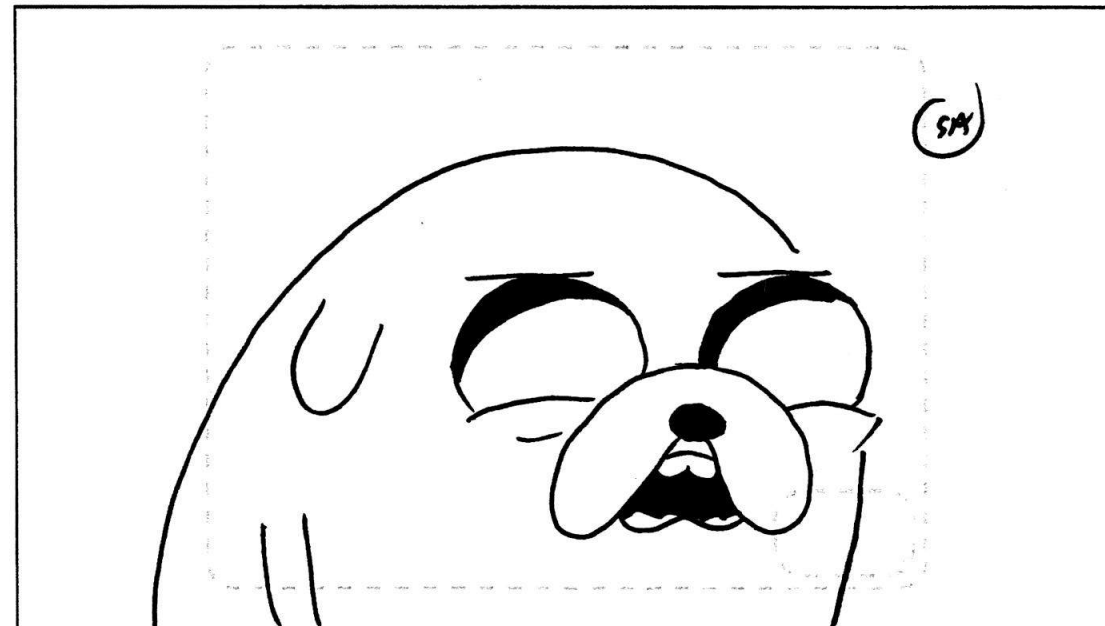
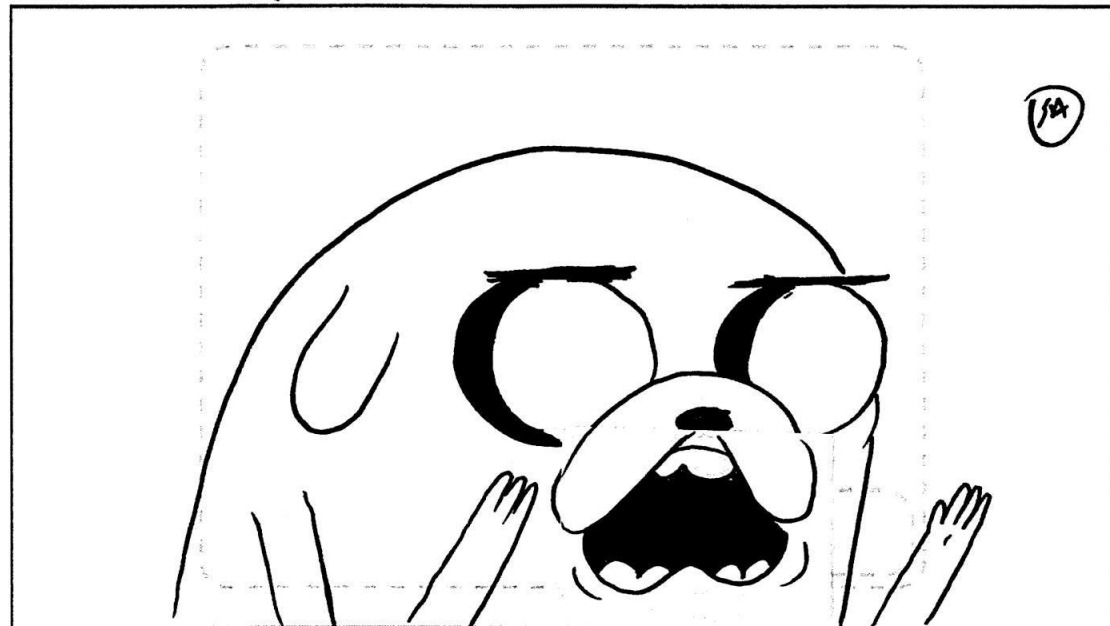
ADVENTURE TIME



Page 109

Sc. 94 CONT Pnl. C Bg. day night

Sc. 94 CONT Pnl. D Bg. day night



Dialog:

⑤ THIS BORES ME!
YOU'RE BORING!

⑤ IT'S TIME TO PUSH THIS
thing further.
break

Action:

Timing:

JAN 14 2014

Production :

EPISODE #

1025-171

Hu
cut

1025/171

1025. 171

Hu
Cut

ADVENTURE TIME



Page 106

Sc. 95

Pnl.A

Bg.

day night

Sc. 95

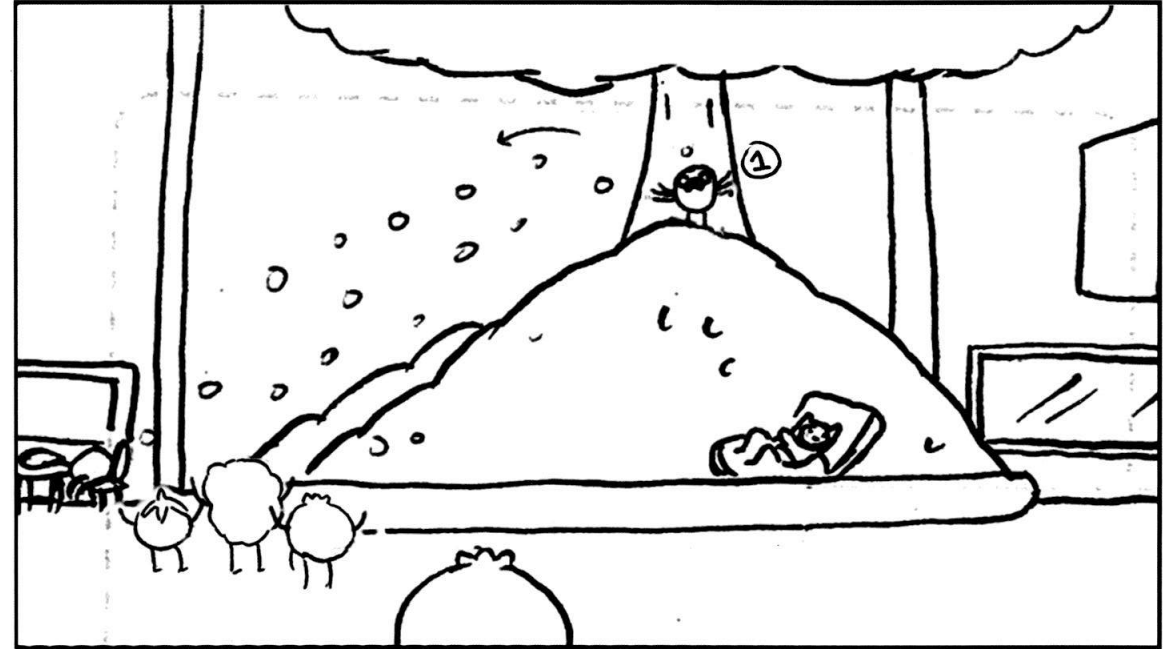
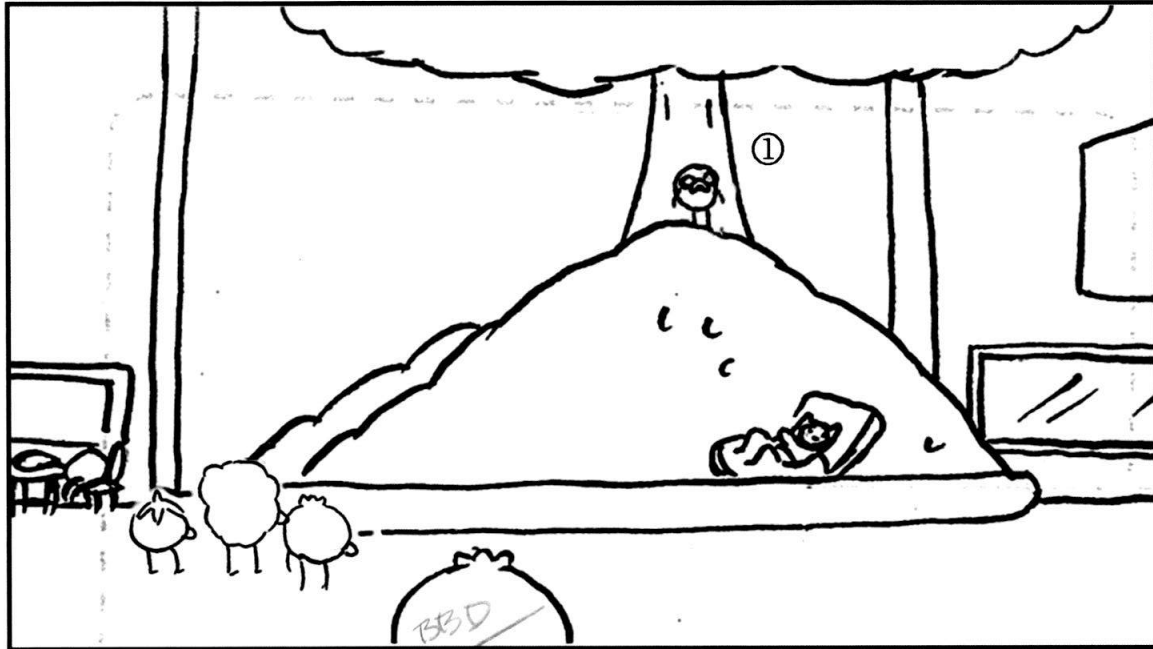
cont

Pnl.B

Bg.

day night

Cut

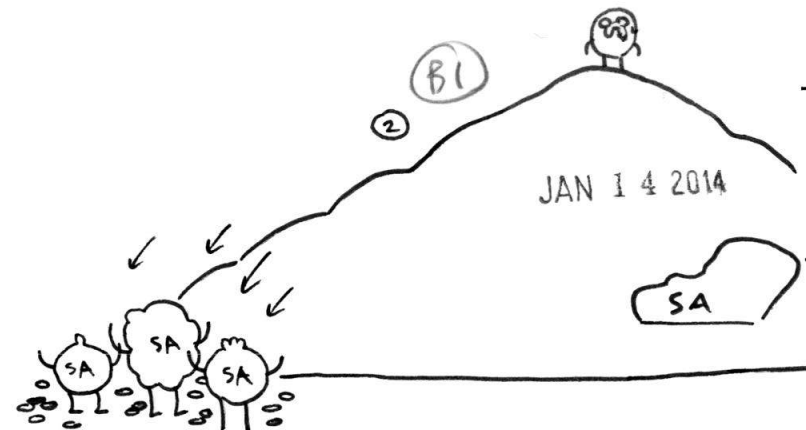
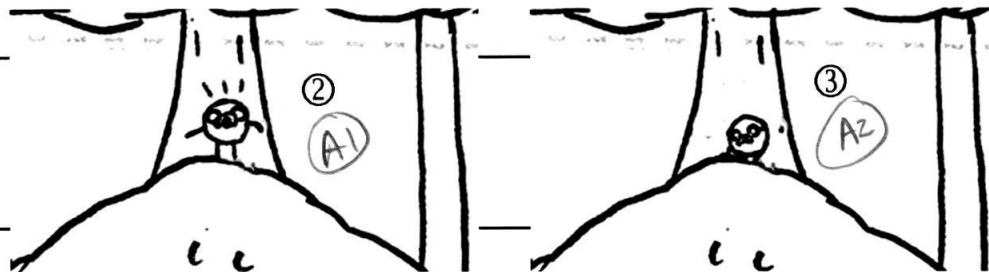


Dialog: - J: ② MIDDLE CLASS BERRIES, WATCH AFTER THIS TREASURE WHILE I'M GONE.

- REGGIE BERRY: OKAY.

Action:

Timing:



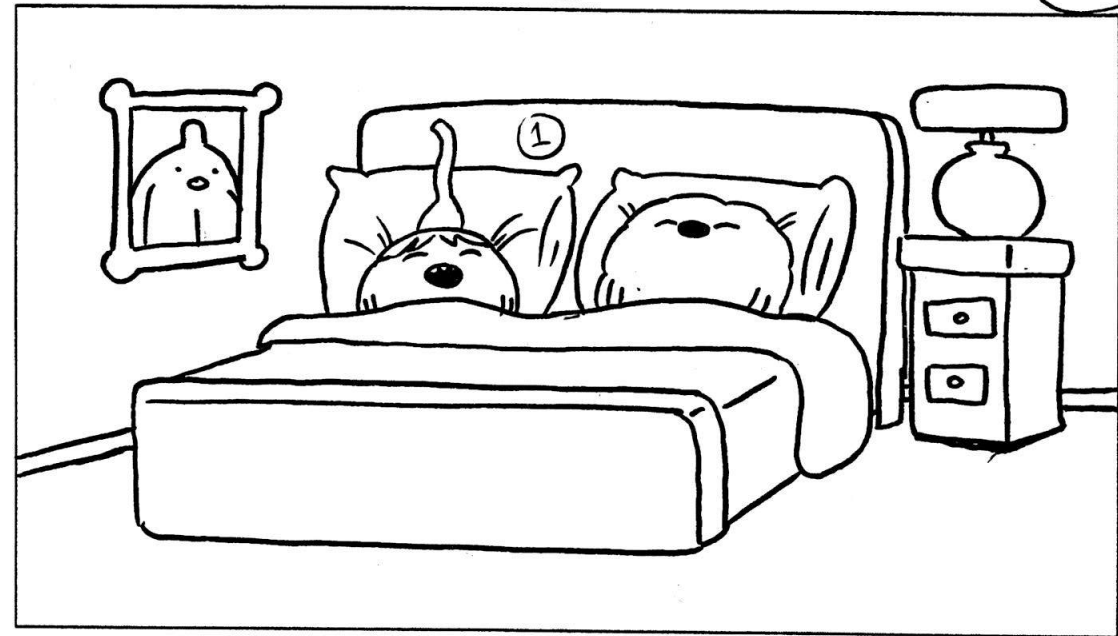
EPISODE #

1025/171

Production:

1025/171

day night



snoring:

Mr. Goji berry and Mrs.
Raspberry
sleep

CYCLE ①, ②, ①, ② ect.
A A A A A A ect

EPISODE #

Production :

1025-171

1025/171

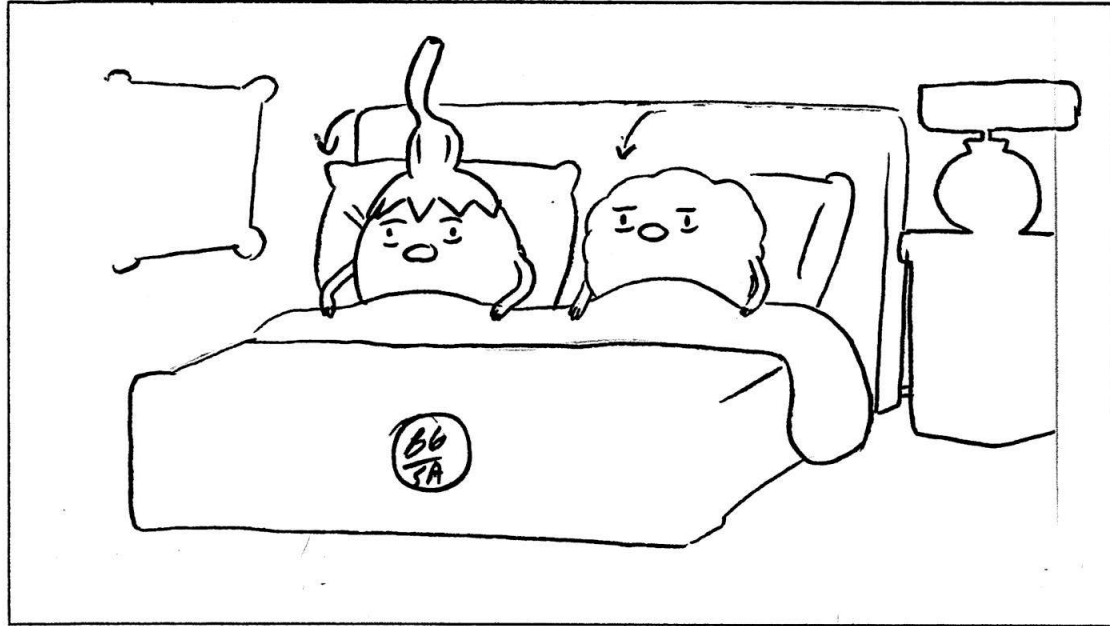
1025/171

ADVENTURE TIME

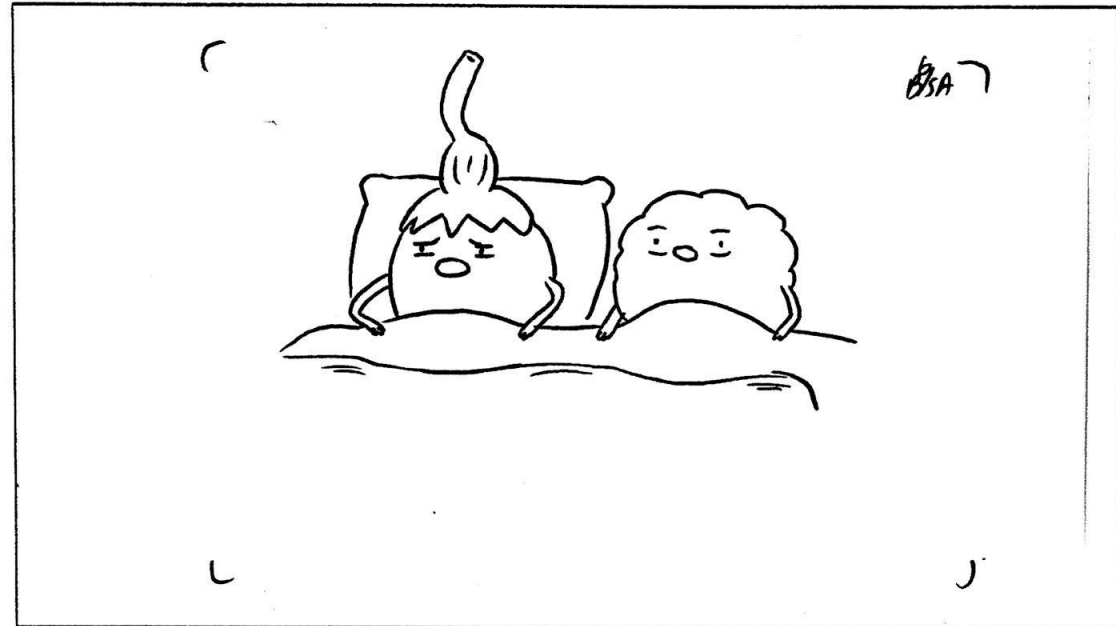


Page 108

Sc. 97 CONT Pnl. B Bg. day night



Sc. 97 CONT Pnl. C Bg. day night



Dialog:

(J) (O.S.) (soft counc)

(G) maybe, do you hear something?

Action:

MR. G + MRS. R SPRING
UP OUT OF BED

JAN 14 2014

Timing:

EPISODE #

1025-171

1025/171

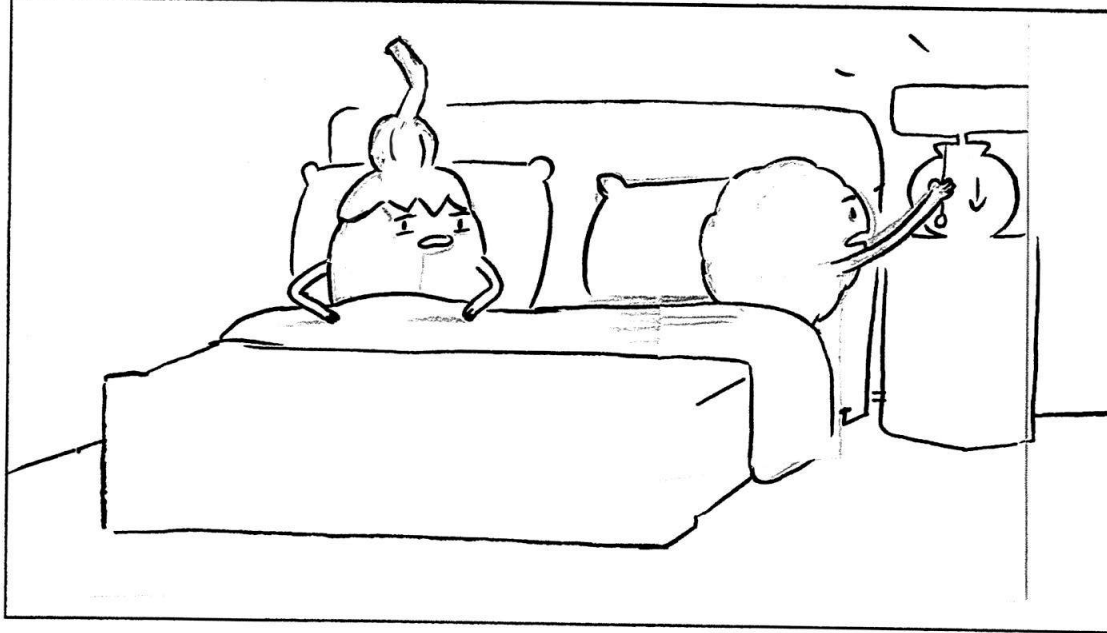
Production :

1025/171

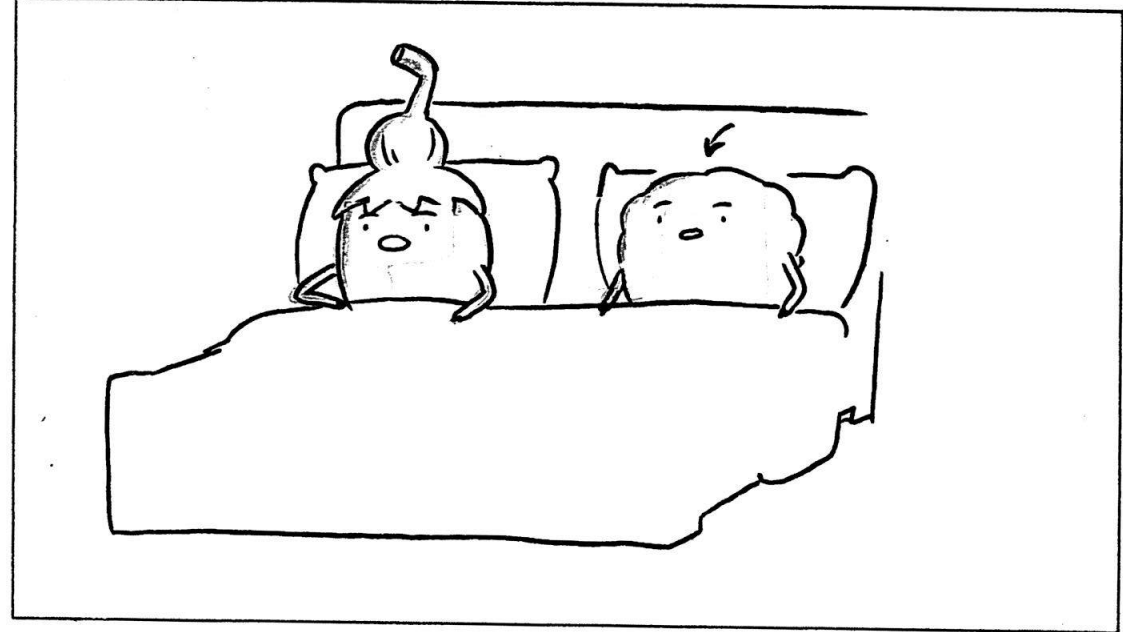
ADVENTURE TIME



Sc. *a7 CONT* Pnl. *D* Bg. day night



Sc. *a7 CONT* Pnl. *E* Bg. day night



Dialog:

sfx: click

Action:

MRS. R clicks on light.

SIT BACK Down.

Timing:

JAN 14 2014

EPISODE #

1025-171

Production :

1025/171

Page *109*

day night

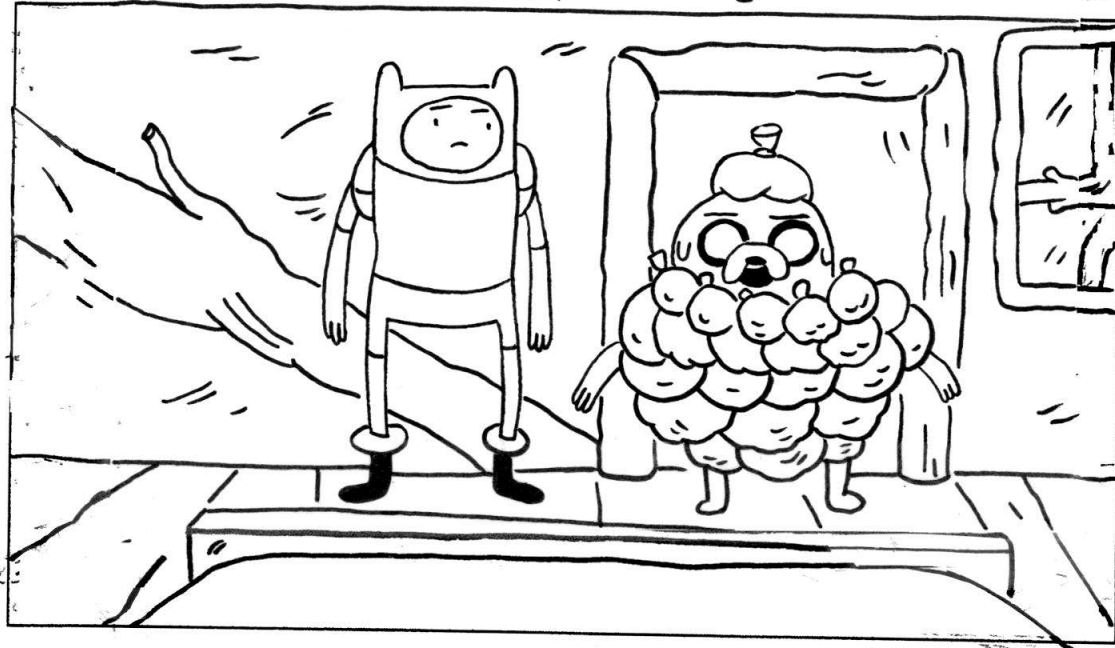
Cut

1025/171

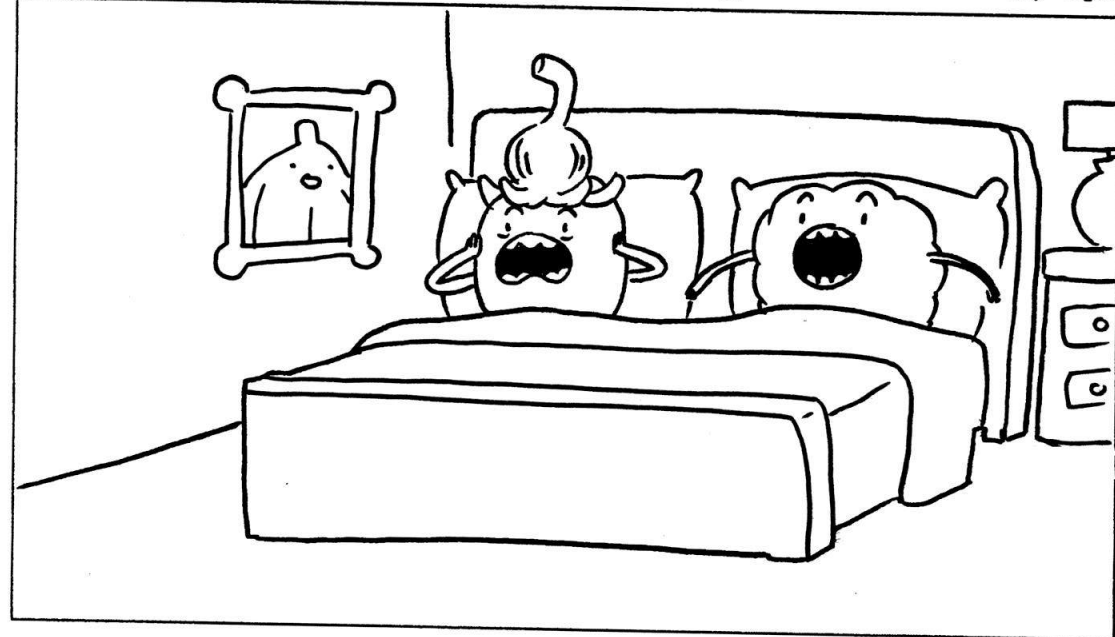
ADVENTURE TIME



Sc. 98 Pnl. A Bg. ght



Sc. 99 Pnl. A Bg. day night



Dialog:

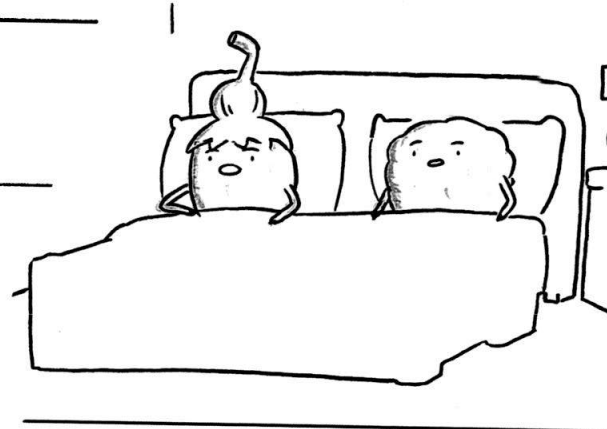
⑤ GOOD EVENING.

Action:

Jake has money bags tied all around him, looks like a berry.

Timing:

BOTH: OH NO WE'RE BEING ROBBED !!!



SP
AI

JAN 14 2014

Production :

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1025/171

1025/171

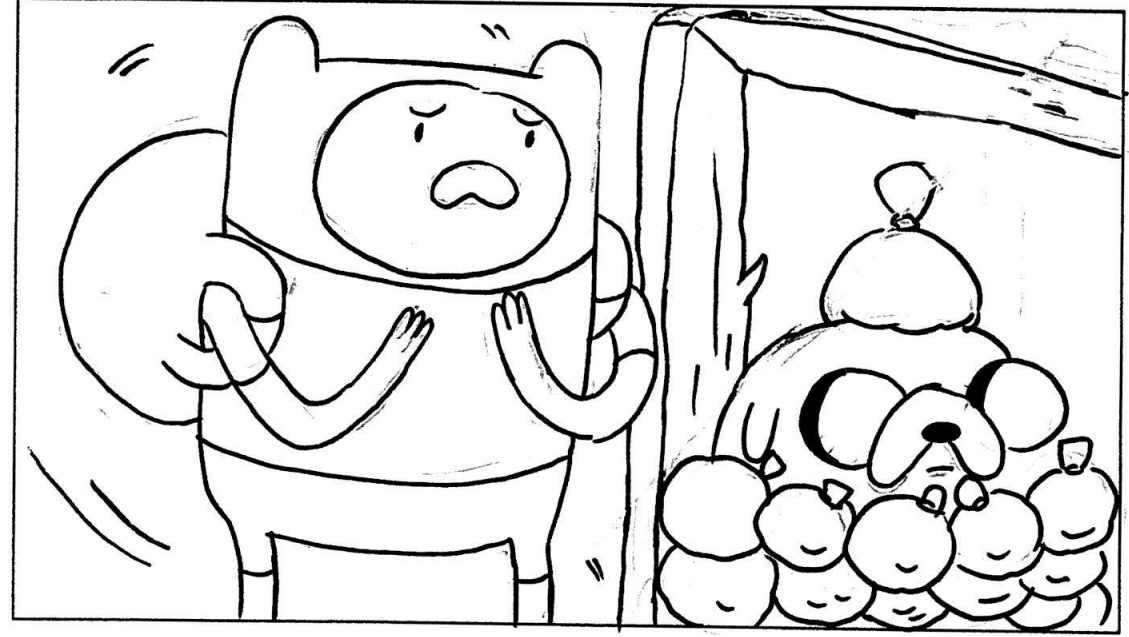
1025/171

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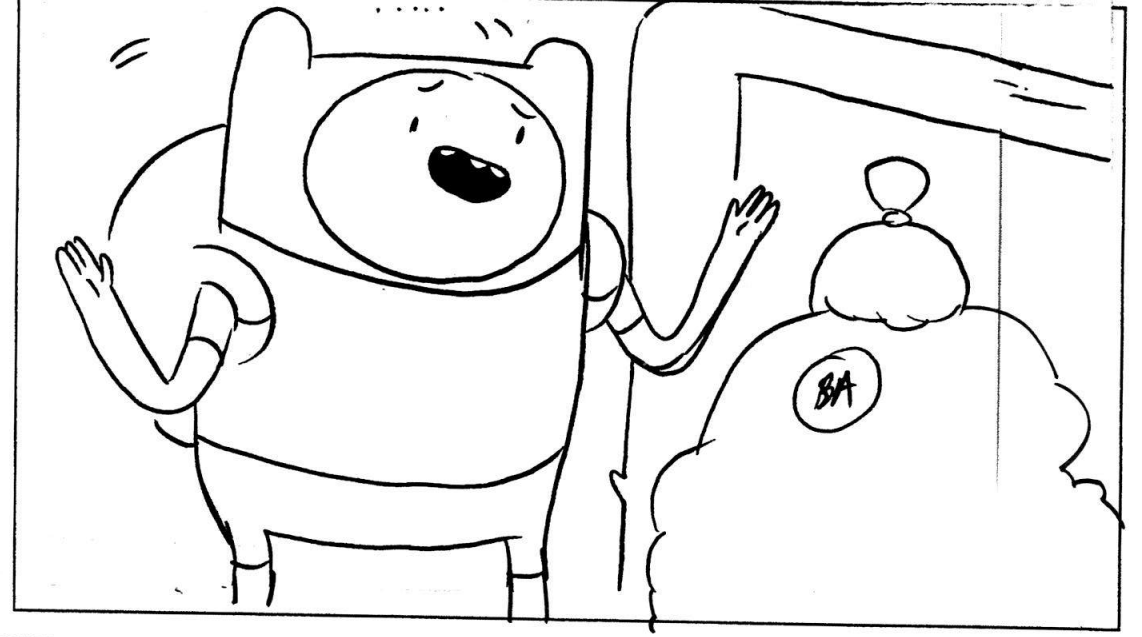
ADVENTURE TIME



Sc. 100 Pnl. A Bg. day night



Sc. 100 CONT Pnl. B Bg. day night



| | | |
|---------|---------------------------------|---|
| Dialog: | (F) OH NO , WE'RE NOT ROBBERS . | (F) We're actually here to give you money . |
| Action: | | |
| Timing: | JAN 14 2014 | |

Cut

1025-171

EPISODE #

1025/171

Production :

1025/171

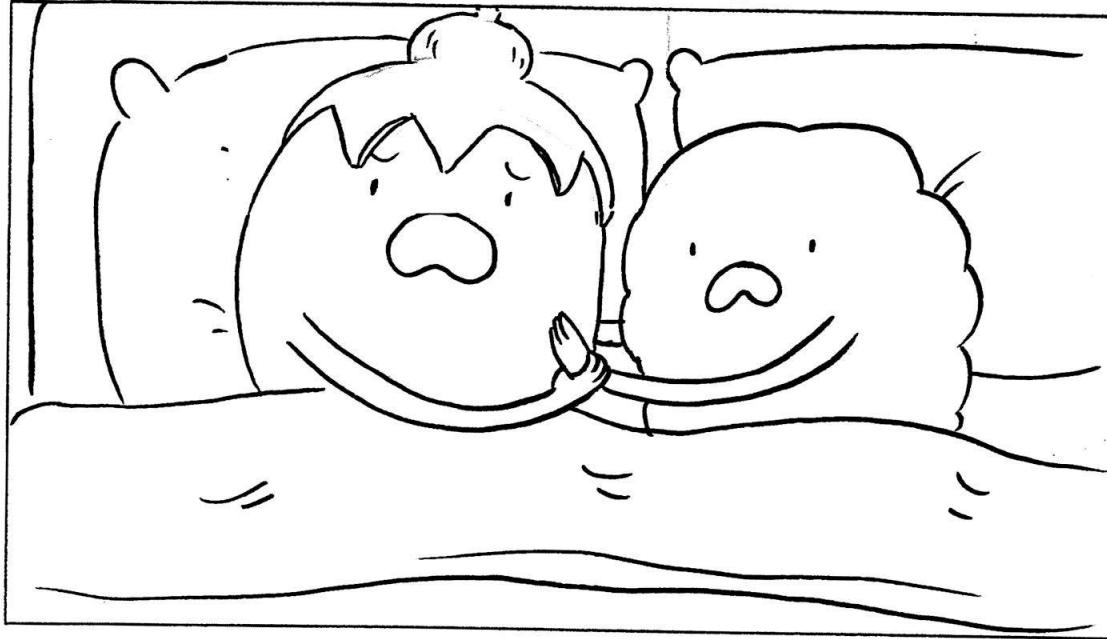
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ADVENTURE TIME

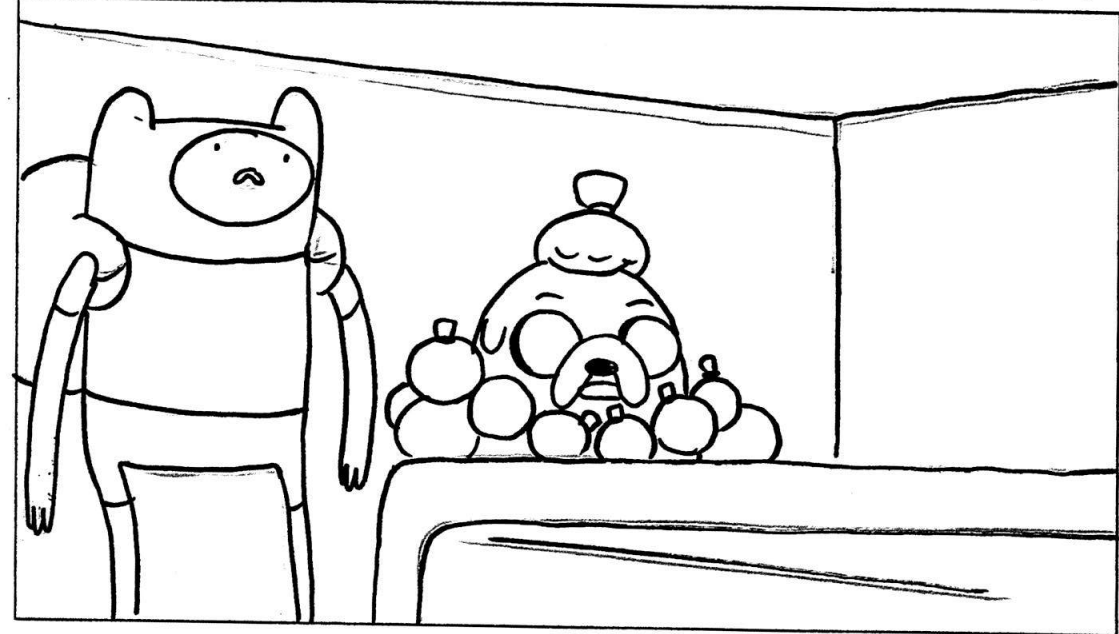


Page 112

Sc. 101 Pnl. A Bg. day night



Sc. 102 Pnl. A Bg. day night



| | |
|---------|----------------------------|
| Dialog: | <p><u>mr. 6</u>: what?</p> |
| Action: | |
| Timing: | |

JAN 14 2014

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EPISODE #

Production :

1025/171

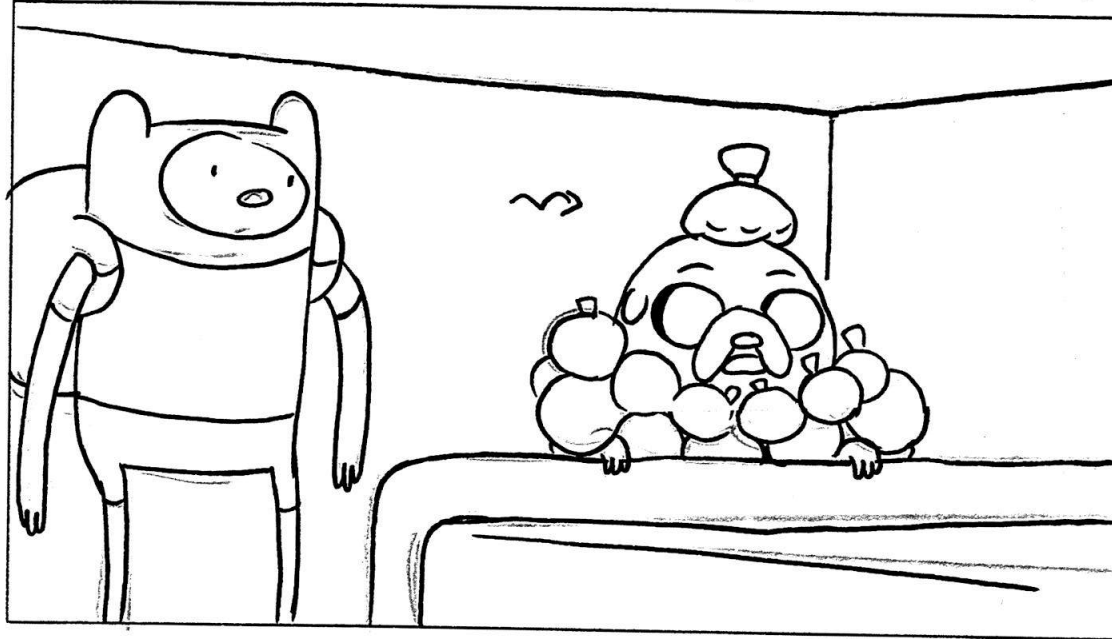
1025/171

ADVENTURE TIME

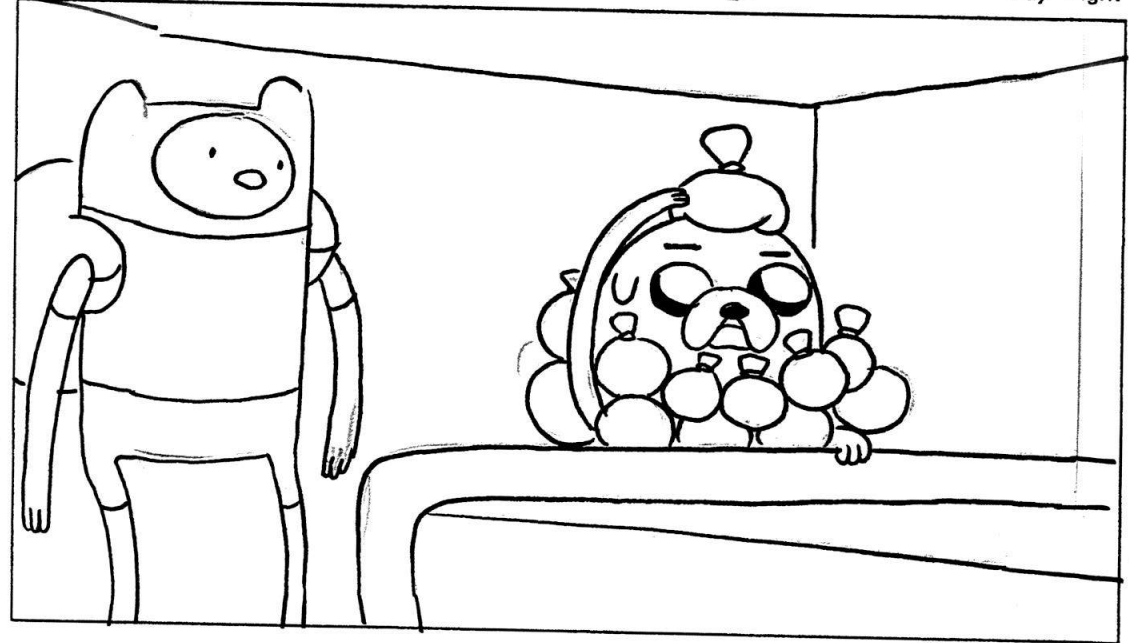


Page 113

Sc. 102 *cont* Pnl. B Bg. day night



Sc. 102 *cont* Pnl. C Bg. day night



Dialog:

Jake: *LISTEN!*

(J) I wanna see you two
do things

Action:

- Jake walks over
- puts hands on bed.

JAN 14 2014

Timing:

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EPISODE #

1025/171

Production :

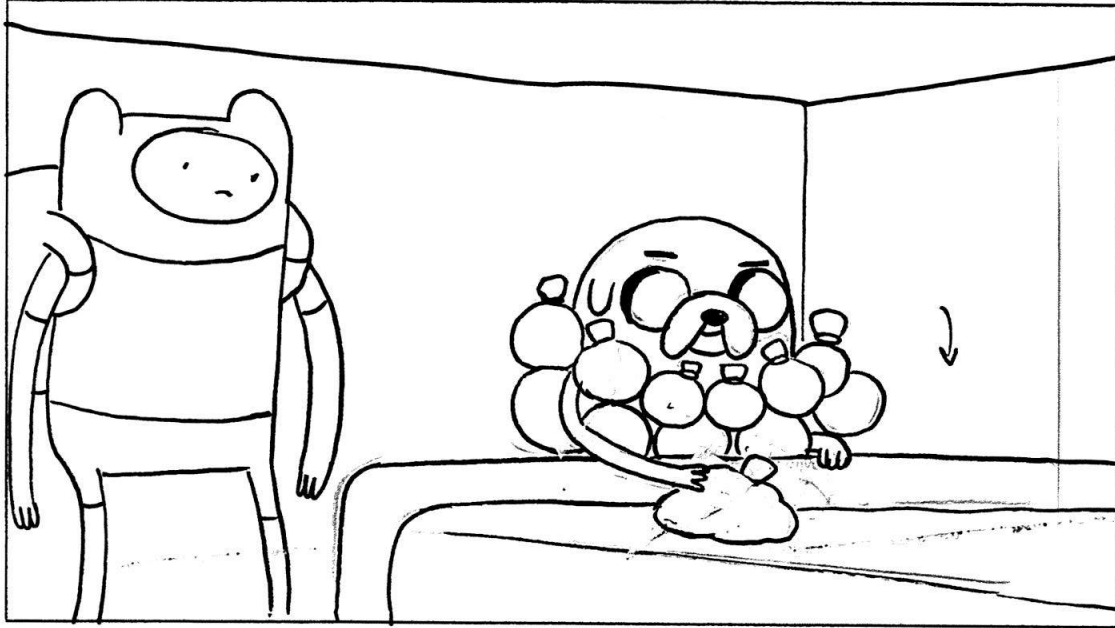
1025/171

ADVENTURE TIME

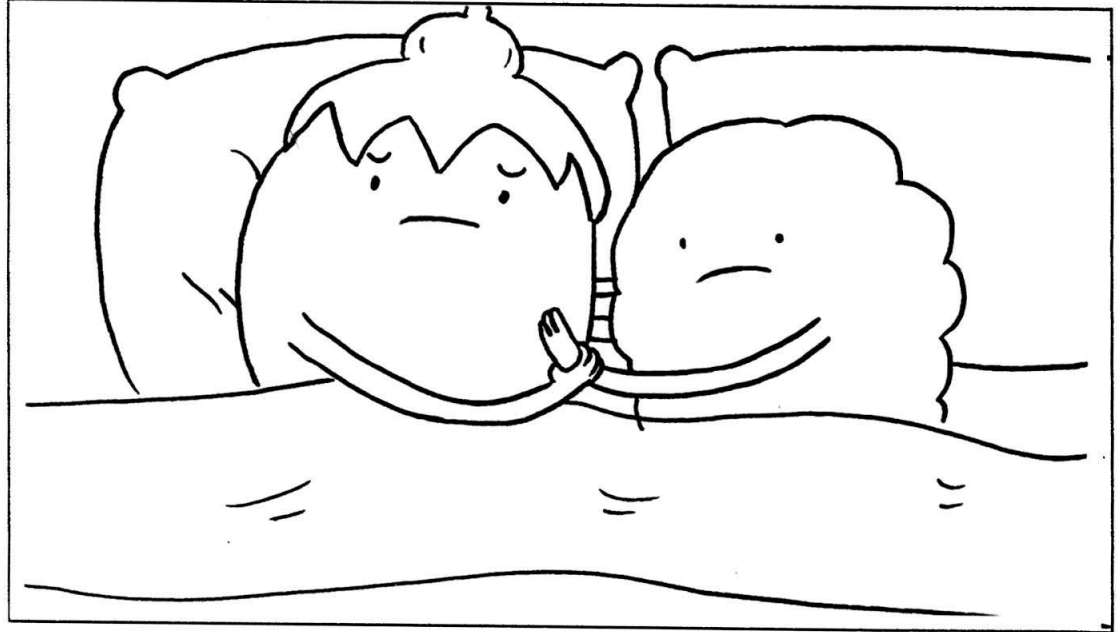


Page 114

Sc. 102 *CONT* Pnl. D Bg. day night



Sc. 103 Pnl. A Bg. day night



| | | |
|---------|--------------------------|---------------------|
| Dialog: | ⑤ FOR THIS BAG OF MONEY. | MR.6 = OK... man... |
| Action: | | ② AL |
| Timing: | | JAN 14 2014 |



Cut

1025-171

EPISODE #

1025/171

Production :

1025/171

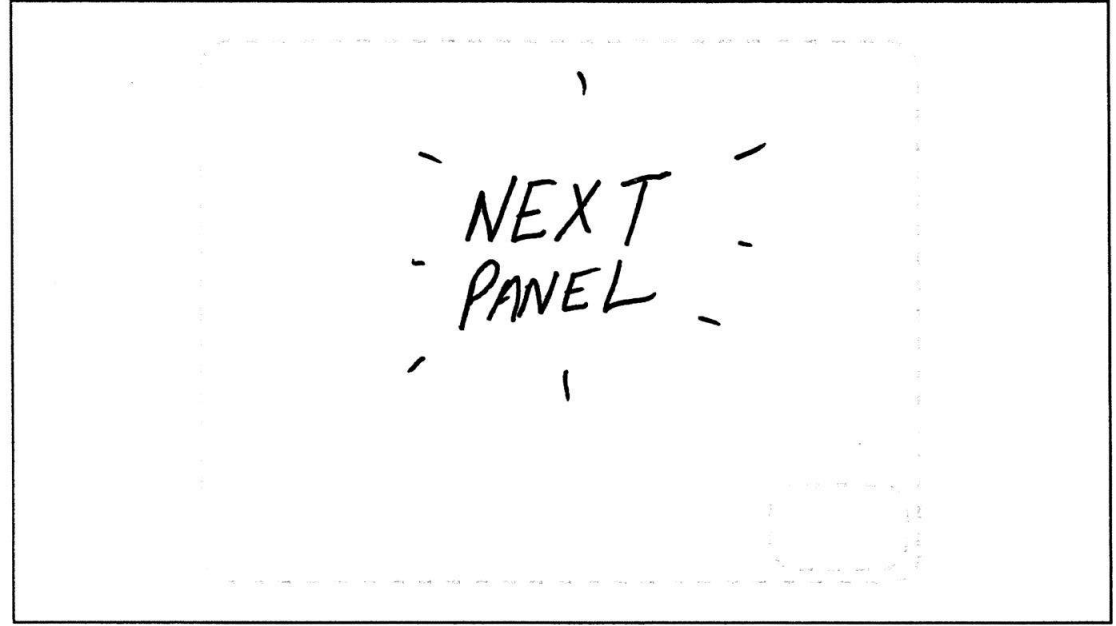
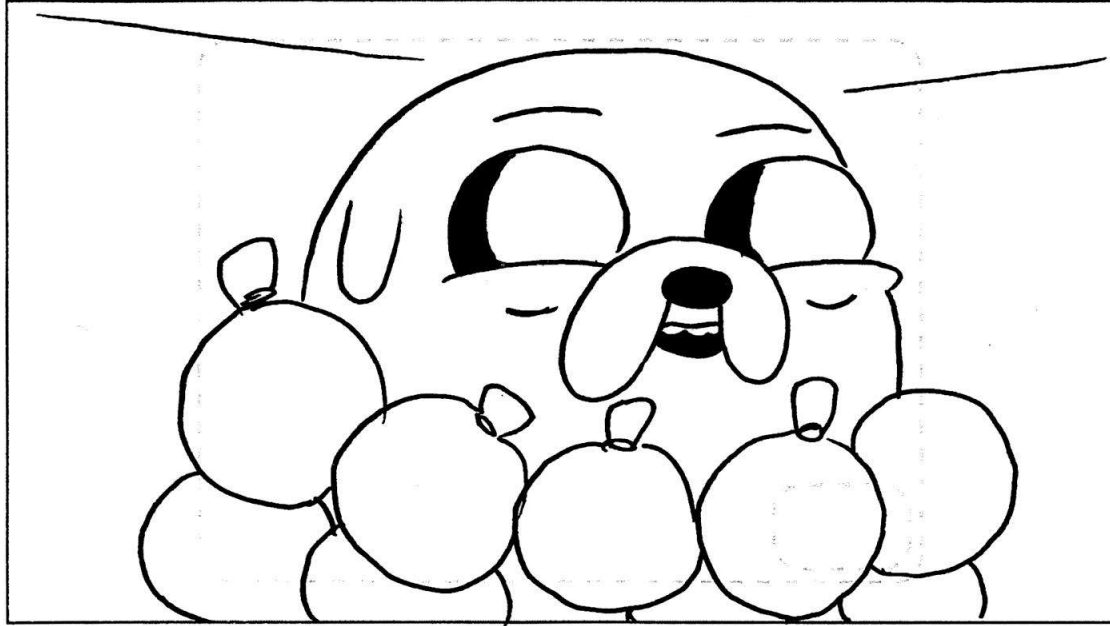
ADVENTURE TIME



Page 115

Sc. 104 Pnl. A Bg. day night

Sc. Pnl. Bg. day night



Dialog:

③ heh heh yeah, nice!

Action:

Timing:

JAN 14 2014

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Production :

1025/171

1025/171

1025/171

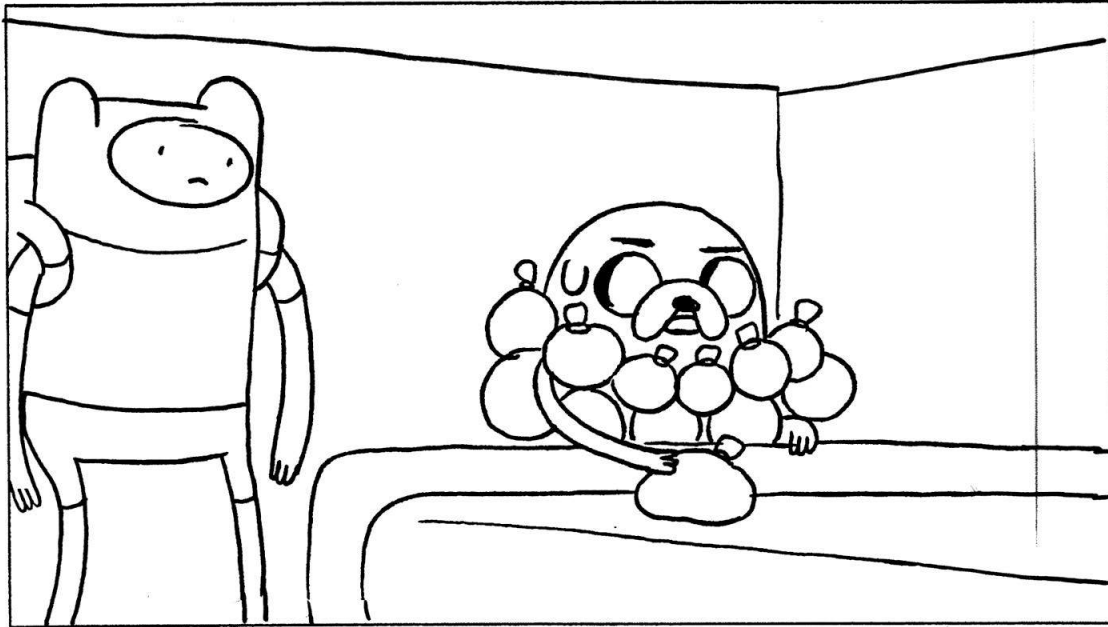
Ho
Cut

ADVENTURE TIME

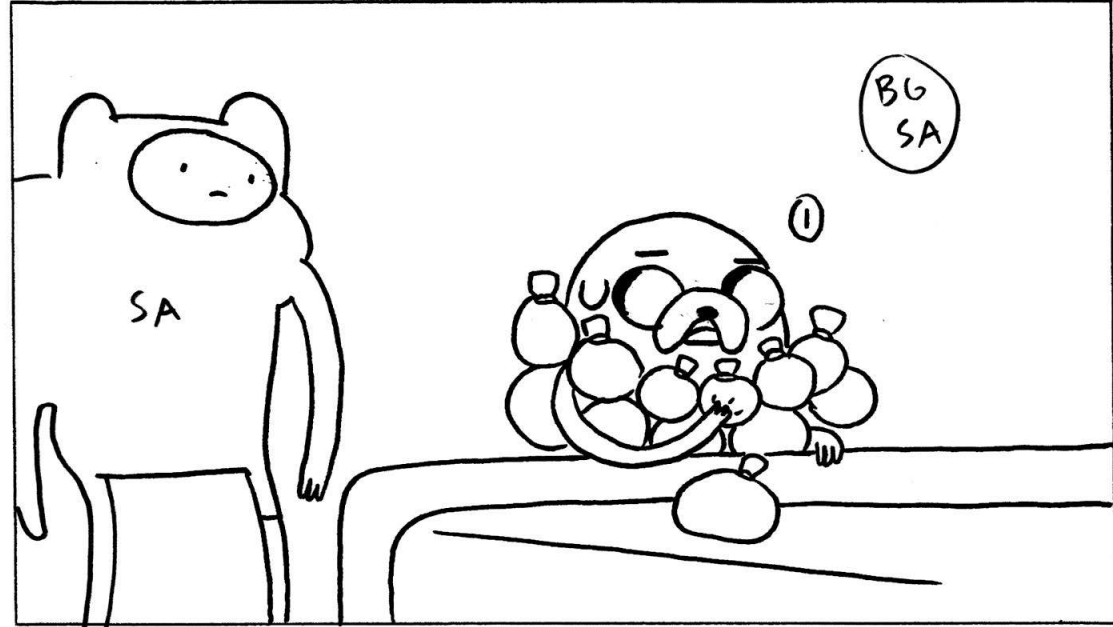


Page 116

Sc. 105 Pnl. A Bg. day night



Sc. 105 *CONT* Pnl. B Bg. day night



Dialog:

J: Goji Berry MAN,

Action:

s.p.

(A)



Timing:

J: you sleep on the left side of
the bed normally -

JAN 14 2014

Production :

EPISODE #

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1025/171

1025/171

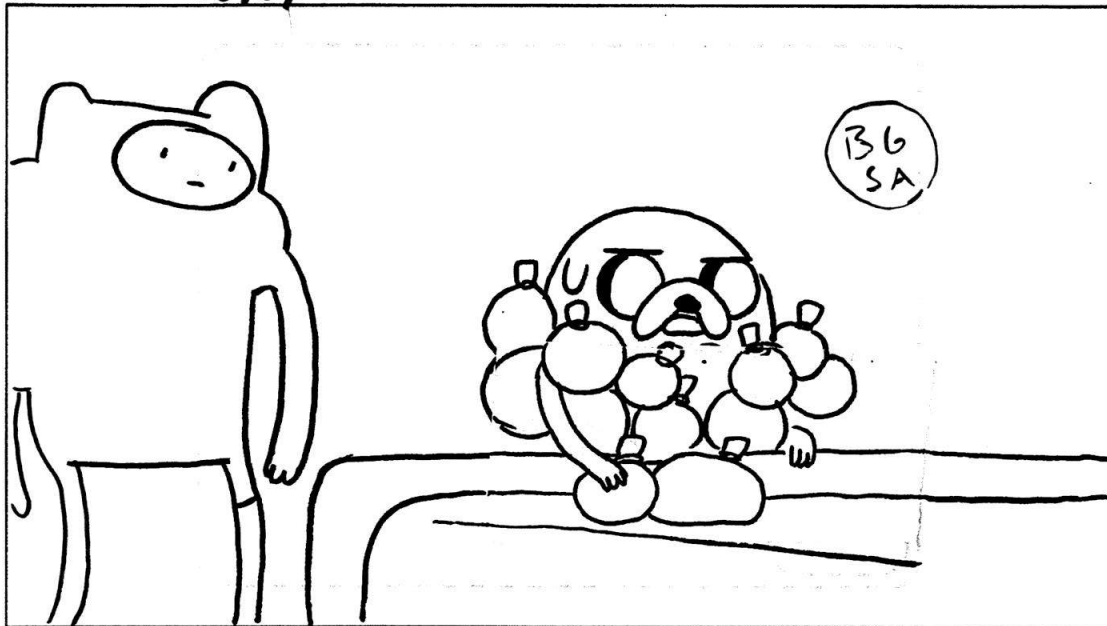
ADVENTURE TIME



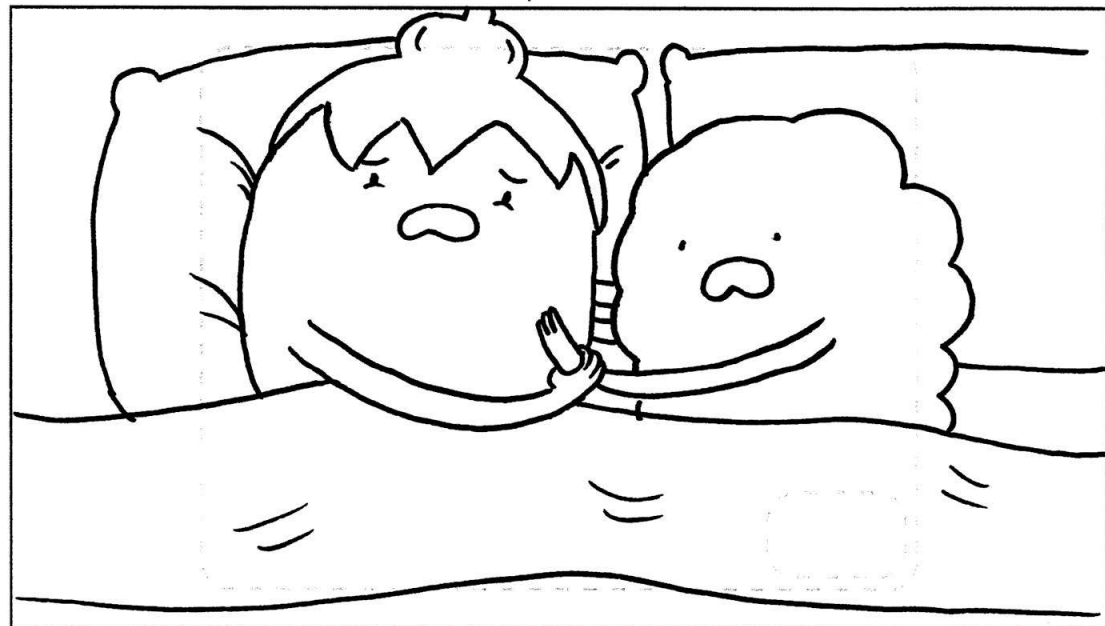
Cut

Page 117

Sc. 105 *cont* Pnl. C Bg. day night



Sc. 106 Pnl. A Bg. day night



Dialog:

⑤ NOW YOU SLEEP ON THE
right.

MR6. - OK...

Action:

SETS money down, FIRMLY, INTENSLEY

JAN 14 2014

Timing:

EPISODE #

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Production :

1025/171

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1025/171

ADVENTURE TIME



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Sc. 107

Pnl. A

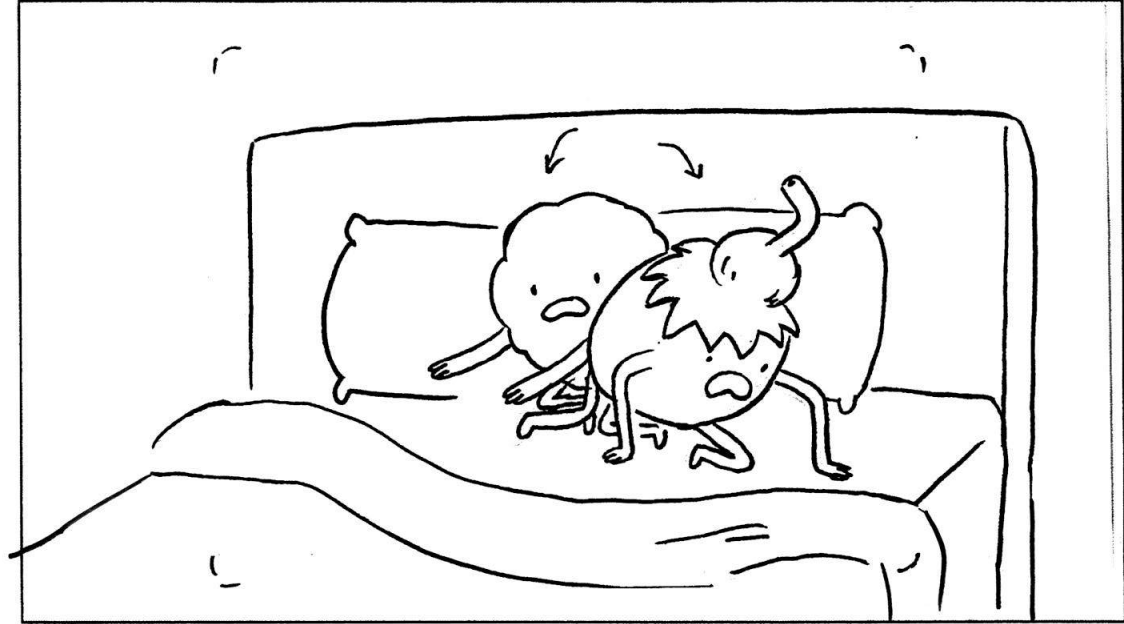
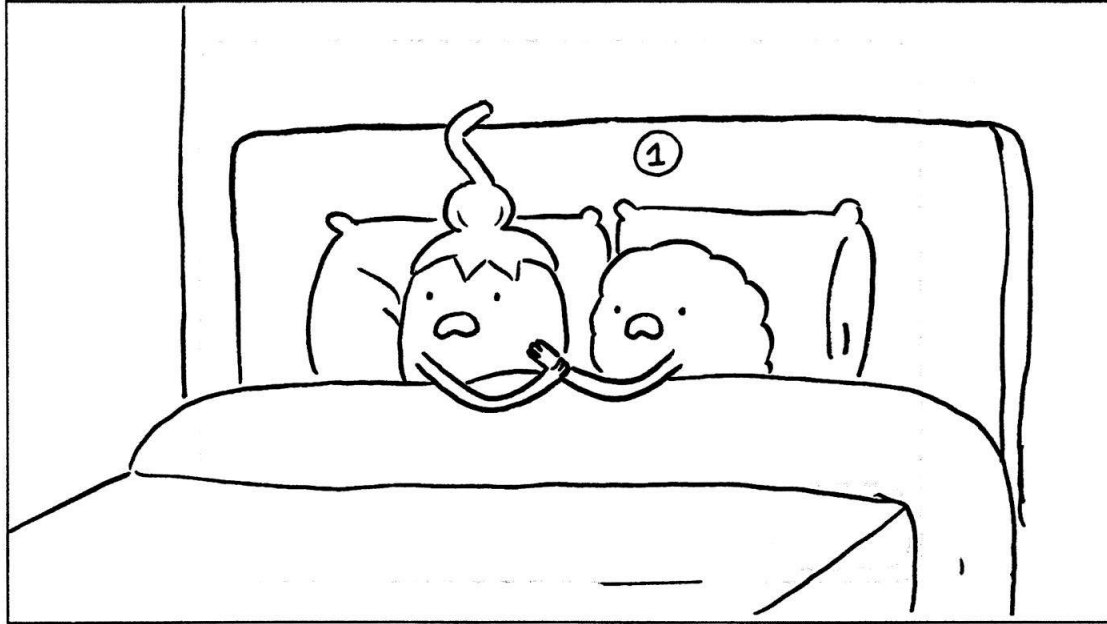
Bg.

day night

Sc. 107 *cont* Pnl. B

Bg.

day night



Dialog:

Action:

Timing:



SWITCH PLACES

JAN 14 2014

EPISODE # 1025-171

Production :

1025/171

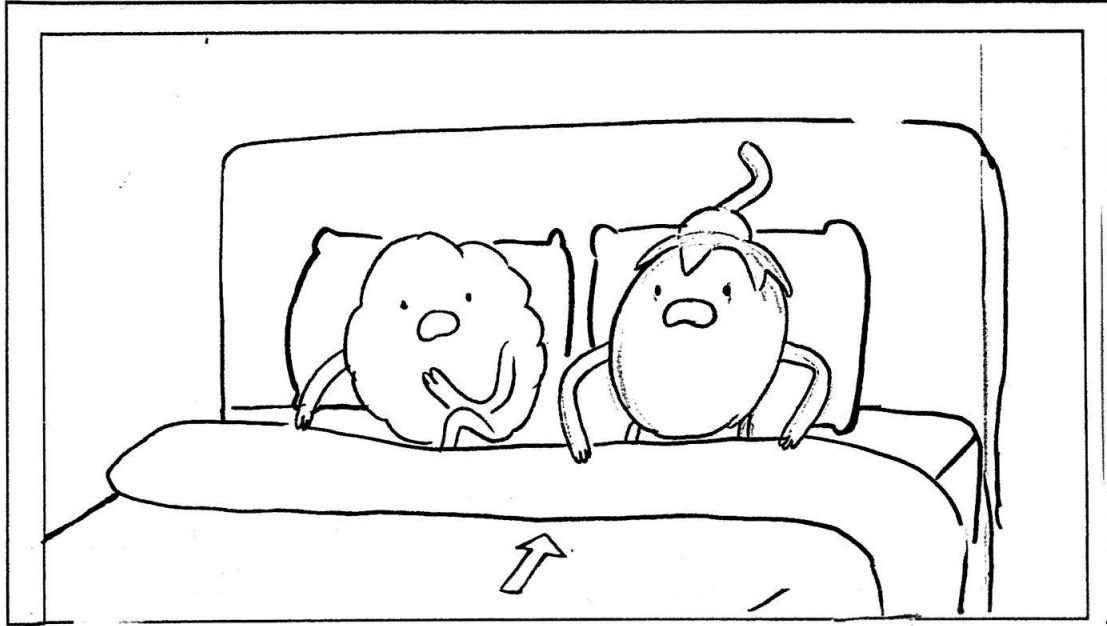
1025/171

ADVENTURE TIME

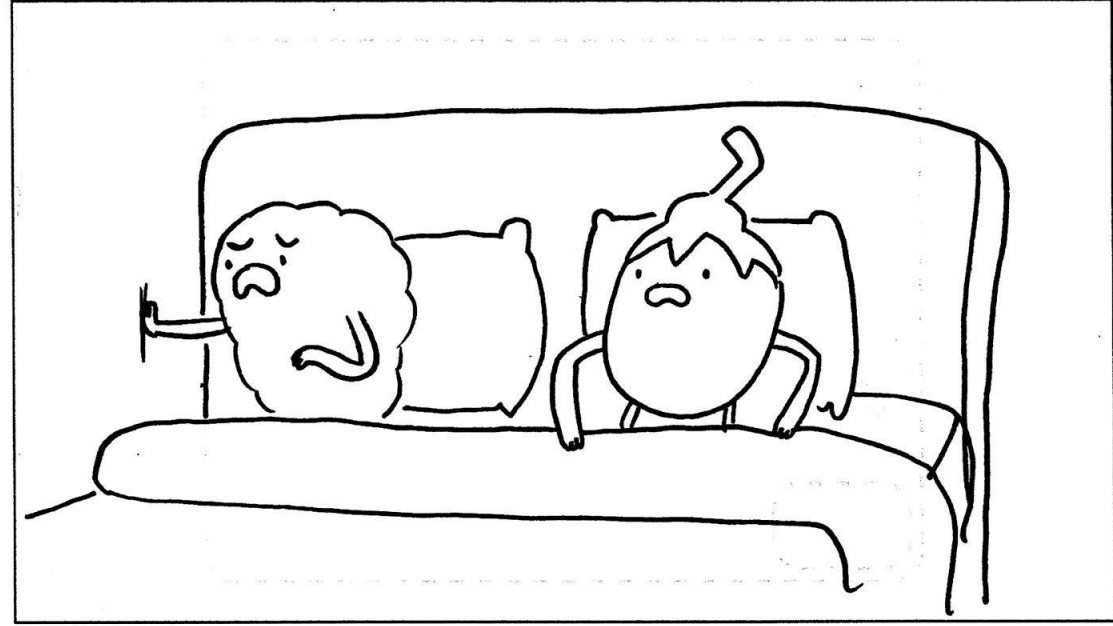


Page 119

Sc. 107 CONT Pnl. C Bg. day night



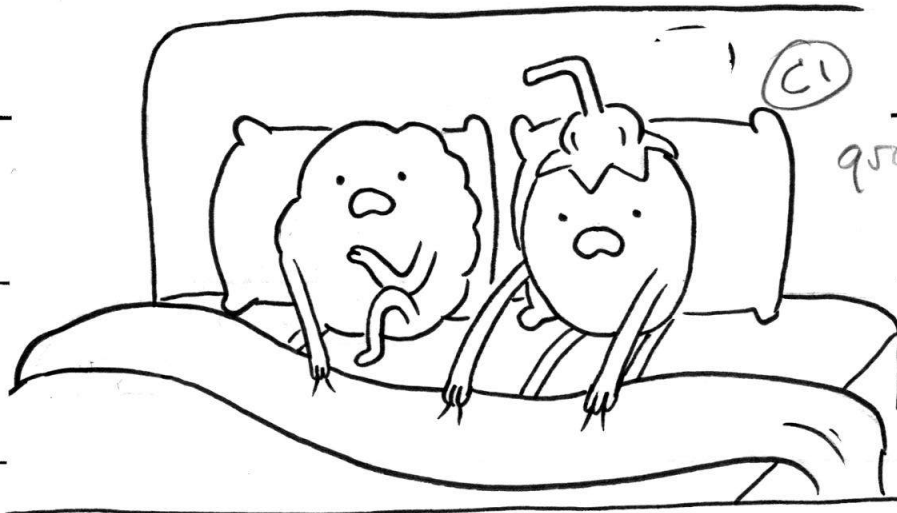
Sc. 107 CONT Pnl. D Bg. day night



Dialog:

Action:

Timing:



② I don't like sleeping on your side.

grab Blanket

JAN 14 2014

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Production :

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1025/171

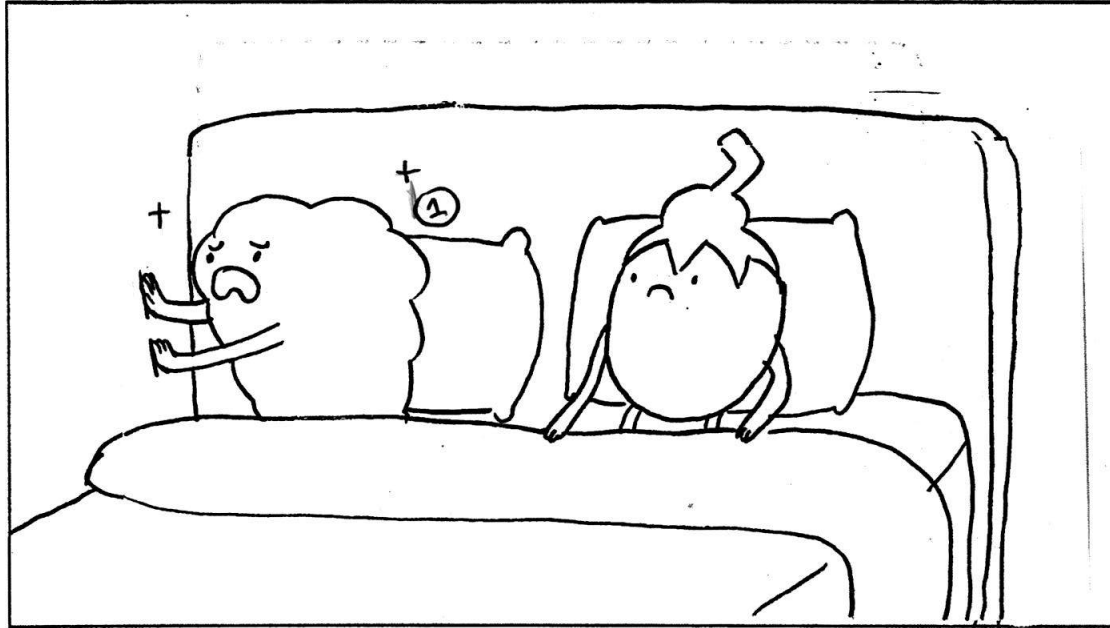
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ADVENTURE TIME

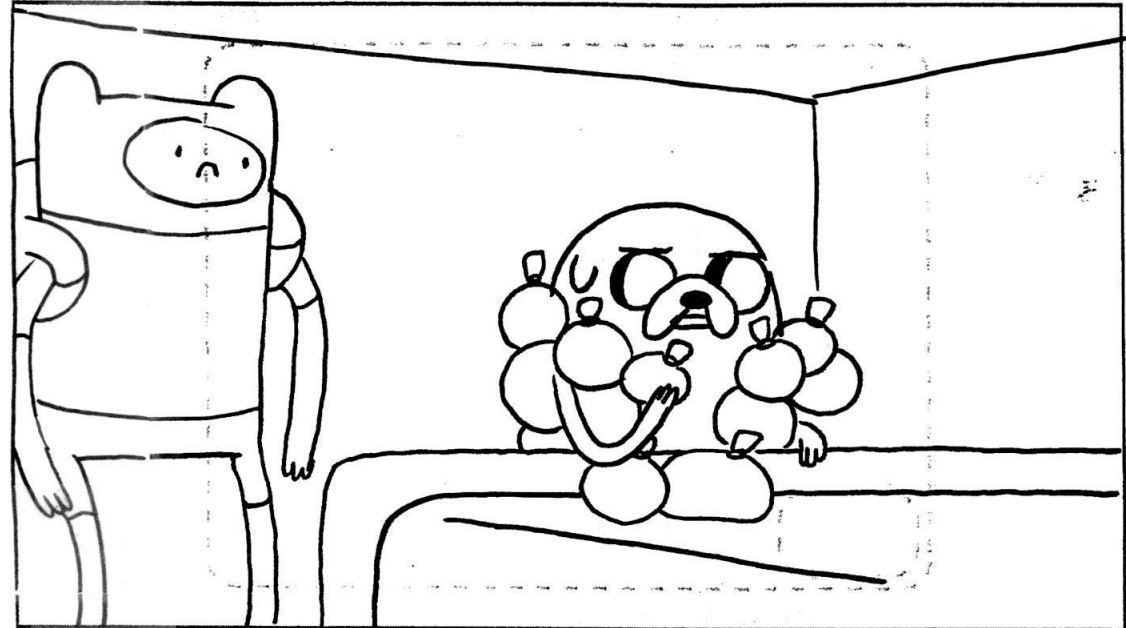


Page 120

Sc. 107 CONT Pnl. E Bg. day night



Sc. 108 Pnl. A Bg. day night



Dialog:

(R) IT'S too close to the wall!

(3) mr. Goji berry,

Action:



Timing:

JAN 14 2014

Production :

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1025-171

1025/171

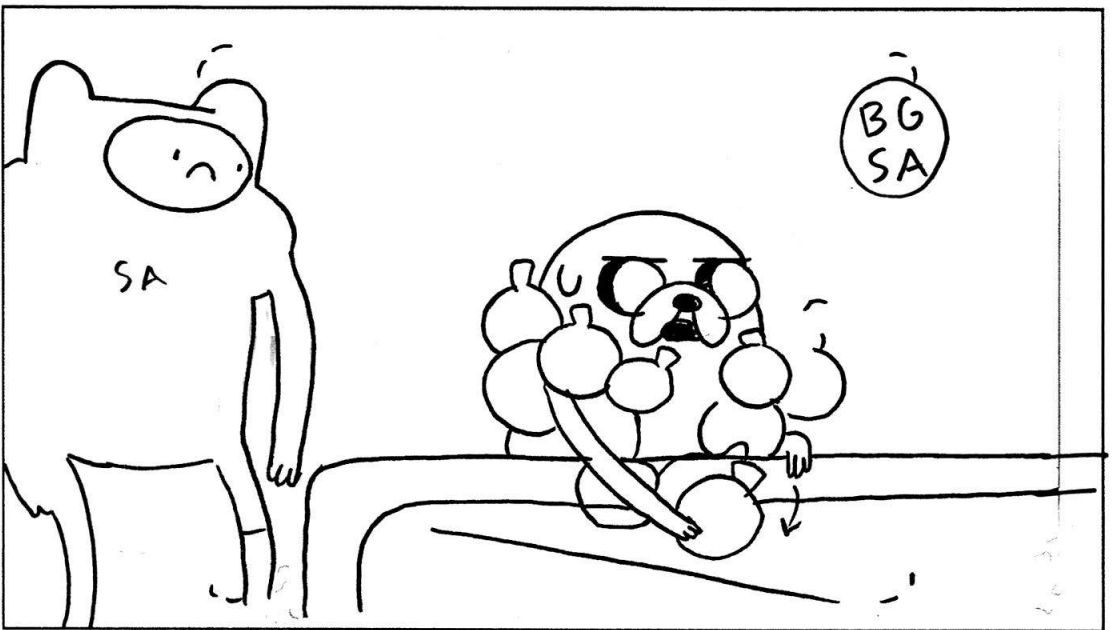
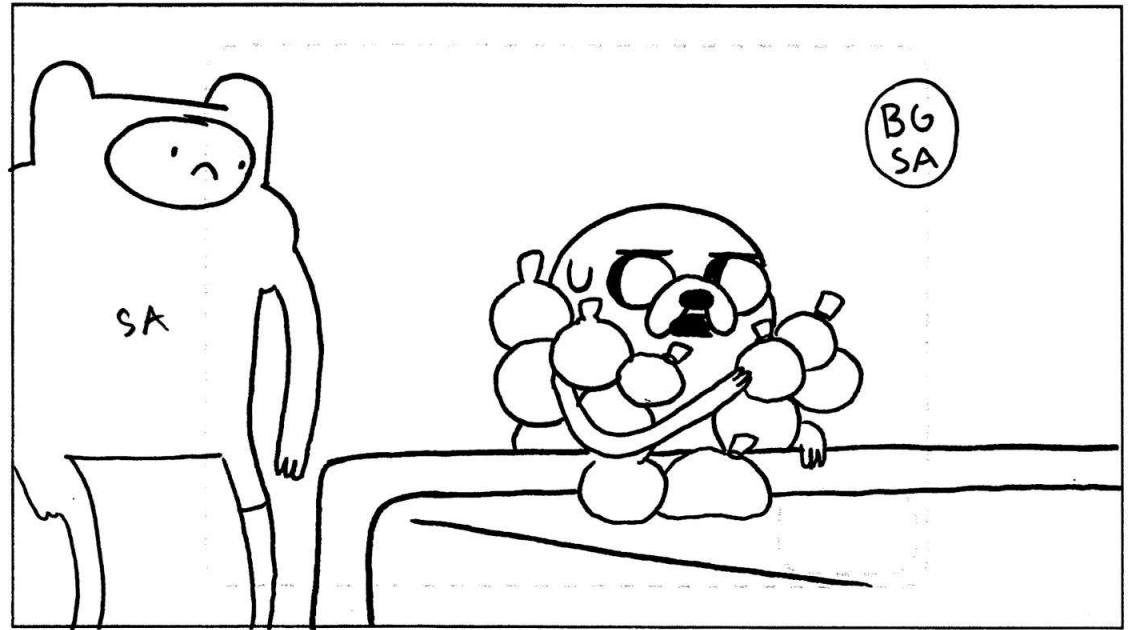
1025/171

ADVENTURE TIME



Sc. 108 CONT Pnl. B Bg. day night

Sc. 108 CONT Pnl. C Bg. day night



| | | |
|---------|--|----------------------------------|
| Dialog: | (J) YOU SLEEP ON YOUR BACK NOW. FOR ALL TIME. | (J) AND ON TOP OF THE COVERS. |
| Action: | | |
| Timing: | | |

JAN 14 2014

Cut

1025-171

EPISODE #

1025/171

Production :

1025/171

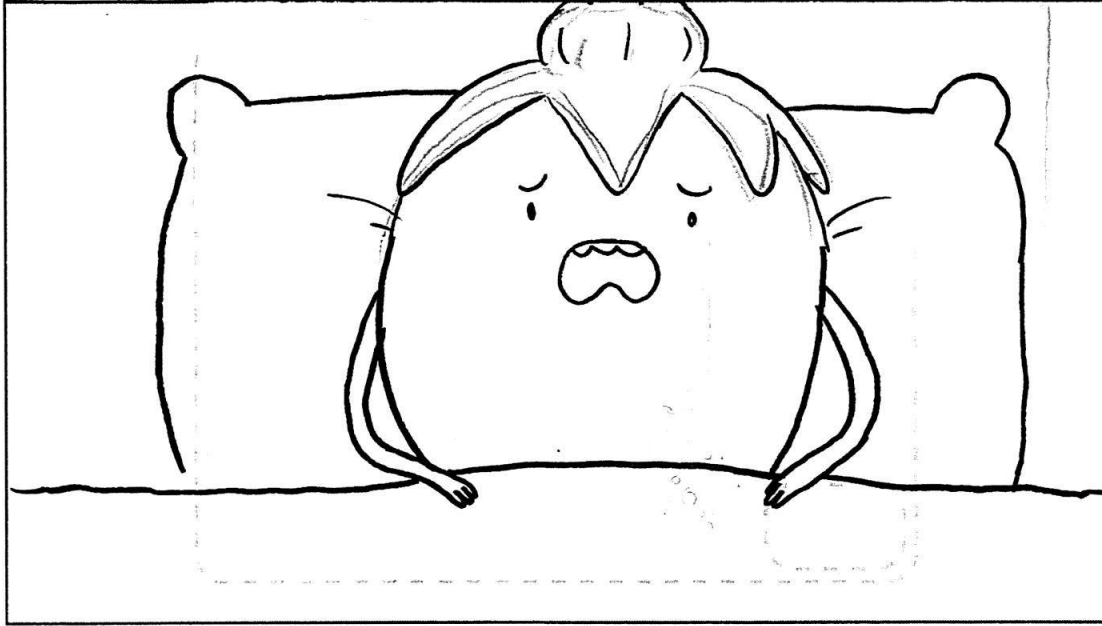
1025/171

ADVENTURE TIME

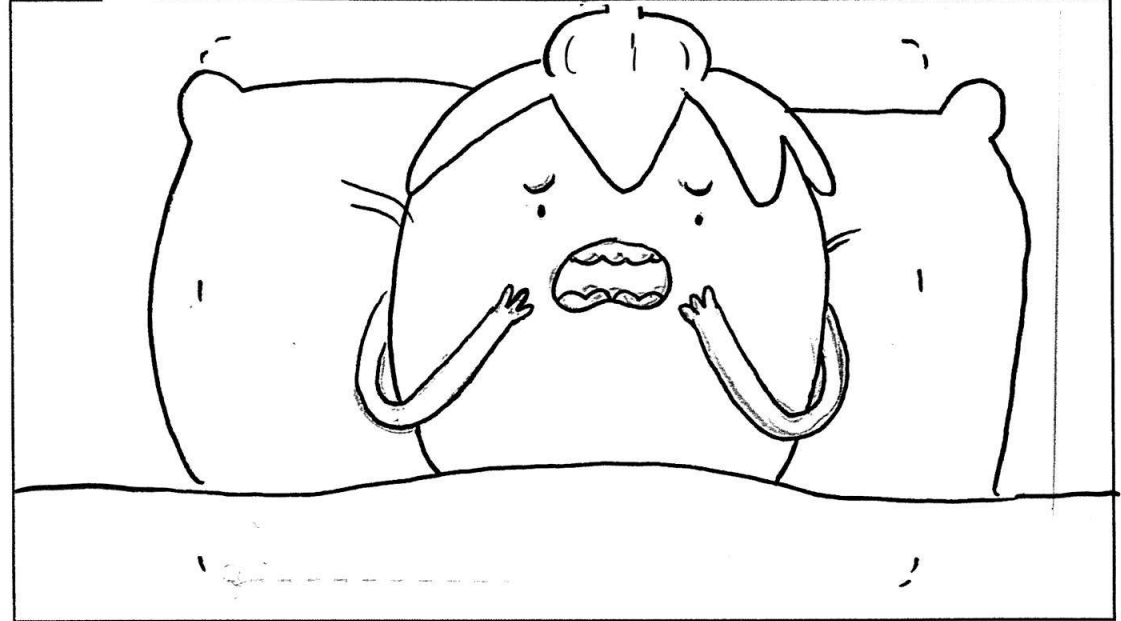


Page 122

Sc. 109 Pnl. A Bg. day night



Sc. 109 CONT Pnl. B Bg. day night



Dialog:

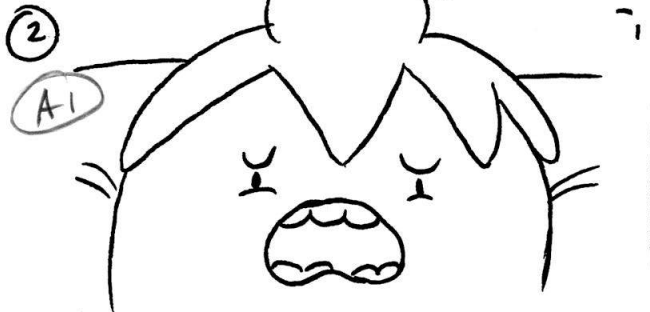
(Mrg.h)

① I CAN'T SLEEP ON MY BACK, MAN! ② I GOT SLEEP APNEA!

(MGB)

I won't get any sleep --

Acti



Timi

JAN 14 2014

EPISODE # 1025-171

Production :

1025/171

1025/171

1025/171

ADVENTURE TIME



NO SC's
110-112

Page 123

Sc. 109 *cont*

Pnl. C

Bg.

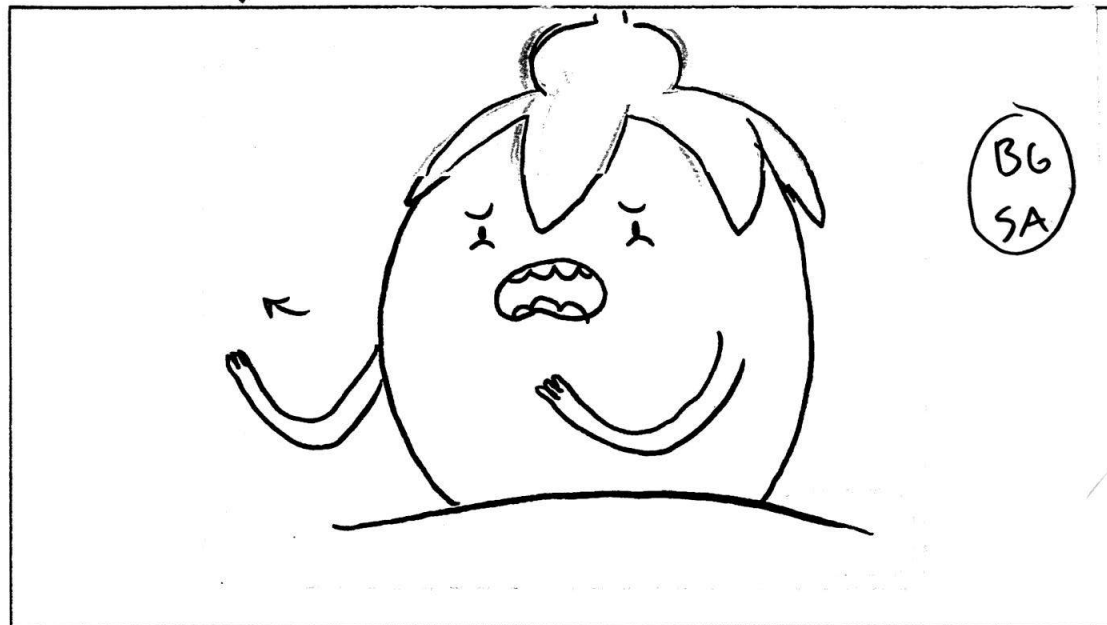
day night

Sc. 109 *cont*

Pnl. D

Bg.

day night



Dialog:

(MRG)

my wife won't get
any sleep.

(MGB)

my dance instructing
will suffer!!!

Action:

(pounds hands on
blanket.)

JAN 14 2014

Timing:

Production :

EPISODE #

1025-171

1025/171

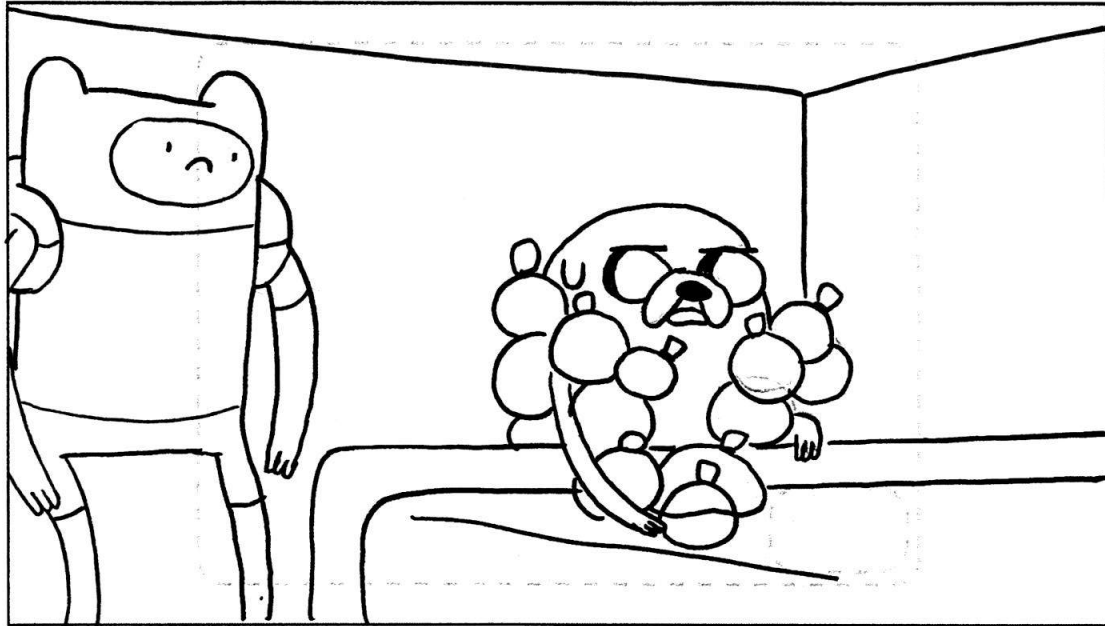
1025/171

ADVENTURE TIME

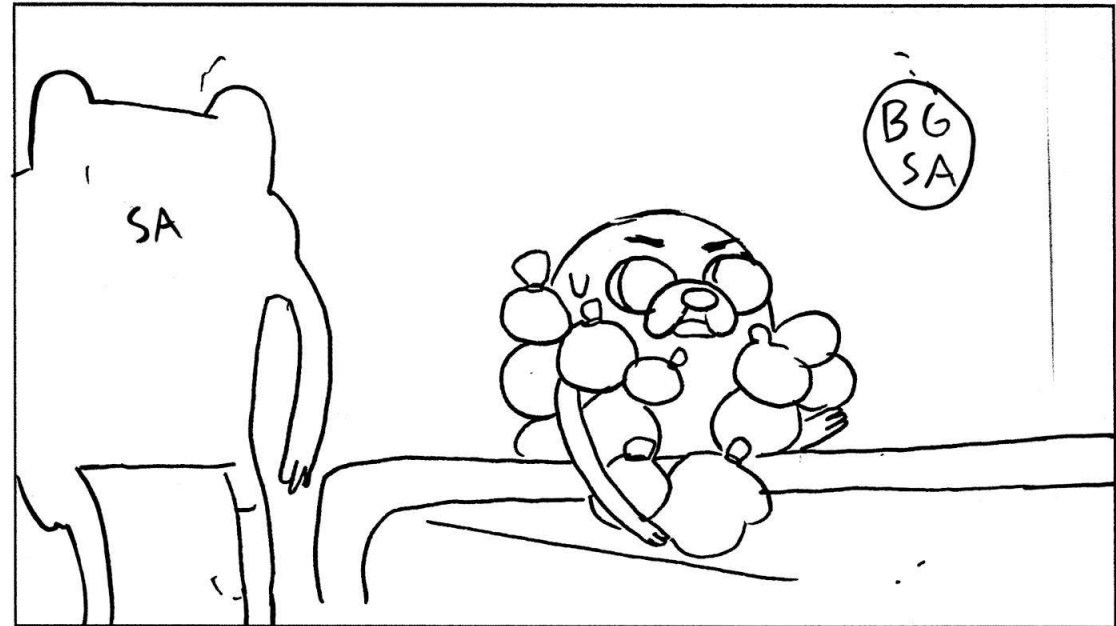


Page 124

Sc. 113 Pnl. A Bg. day night



Sc. 113 cont Pnl. B Bg. day night



Dialog:

⑤ TURNING DOWN all this
SMOOSH, huh?

⑤ DANCE INSTRUCTING-

Action:

JAN 14 2014

Timing:

1025-171

EPISODE #

1025/171

Production :

1025/171

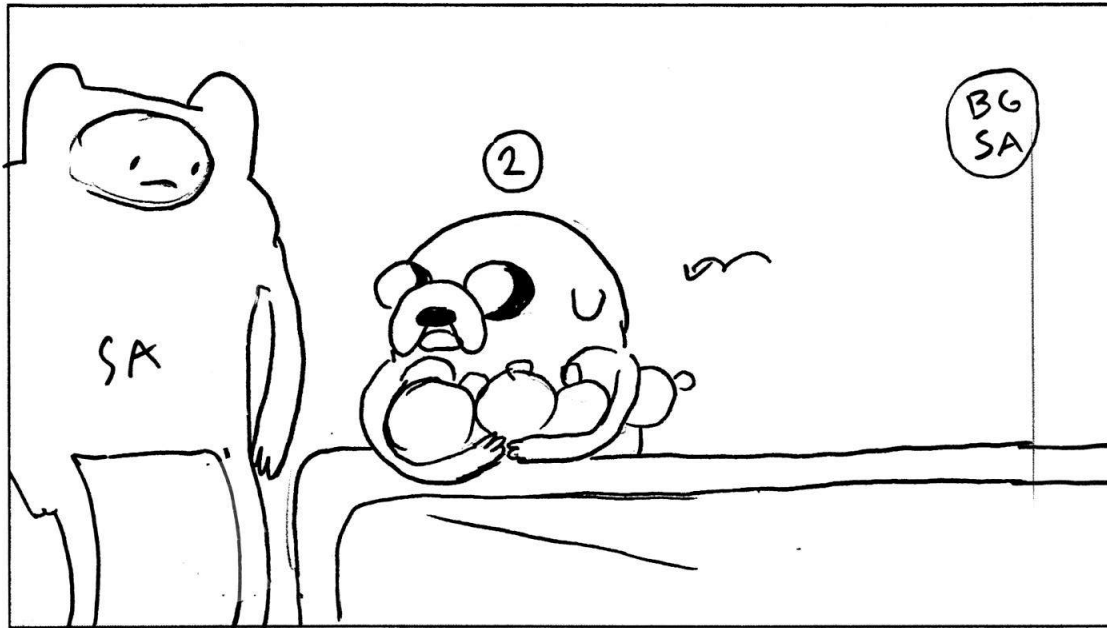
ADVENTURE TIME



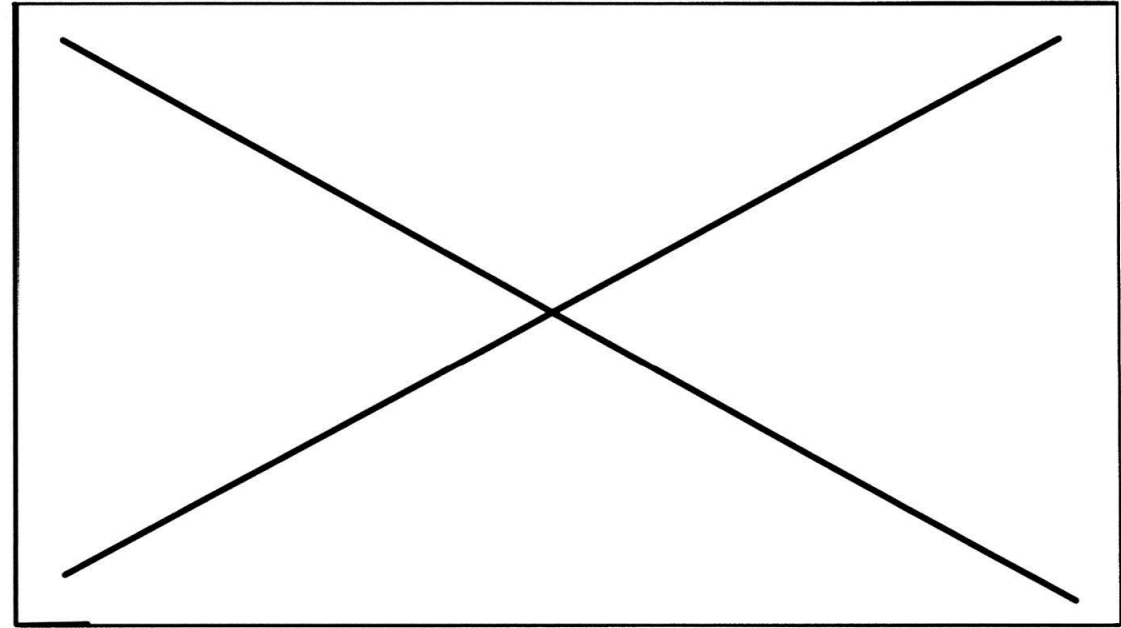
HO
Aut

Page 125

Sc. 113 CONT Pnl. C Bg. day night



Sc. Pnl. Bg. day night



| | |
|---------|---|
| Dialog: | (1) (C1) (2) (C) pays more than I thought. |
| Actio | (1) (C1) - picks up mass of money - walks off. |
| Timin | |

JAN 14 2014

1025-171

EPISODE #

1025/171

Production :

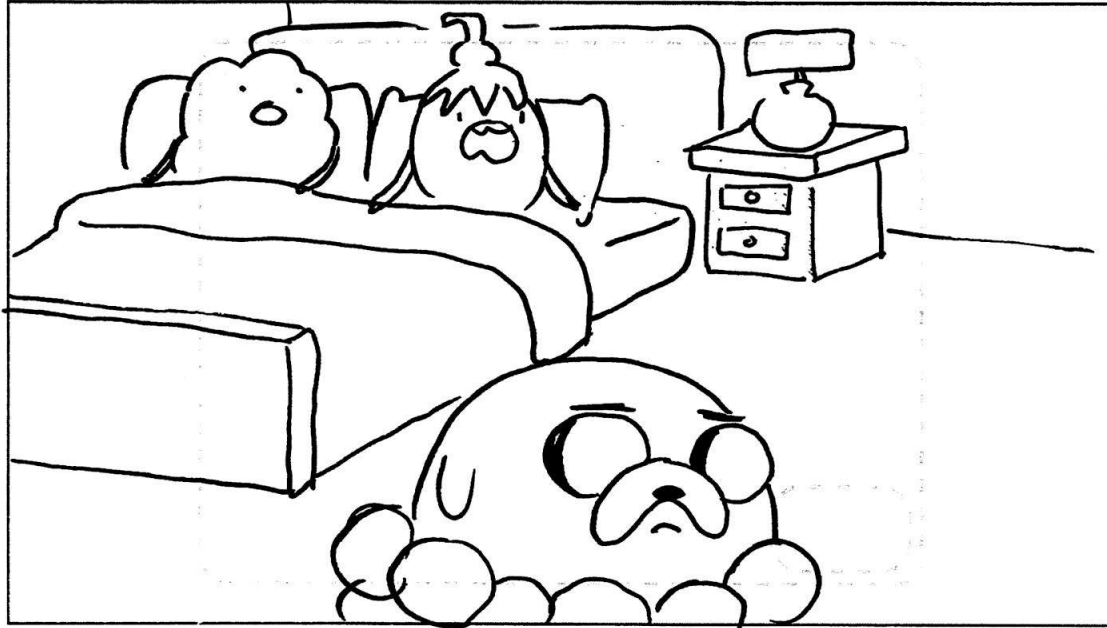
1025/171

ADVENTURE TIME

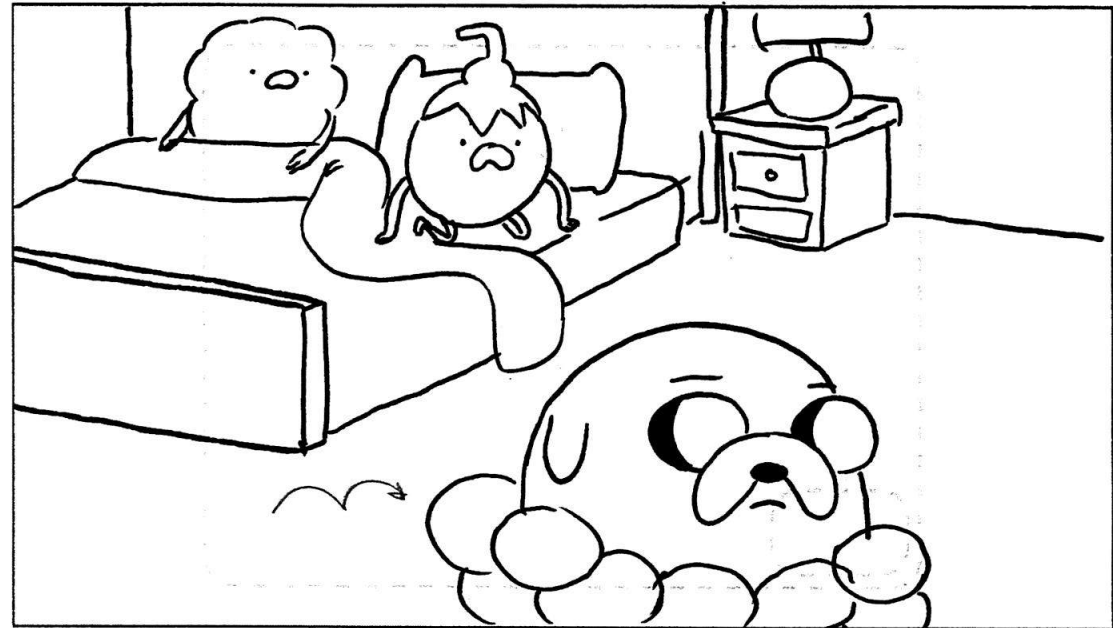


Page 126

Sc. 114 Pnl. A Bg. day night



Sc. 114 cont Pnl. B Bg. day night



Dialog:

(GB) Wait man!

(GB) There's gotta be

Action:

JAKE WALKS OVER

JAN 14 2014

Timing:

EPISODE #

1025-171

1025/171

Production :

1025/171

1025/171

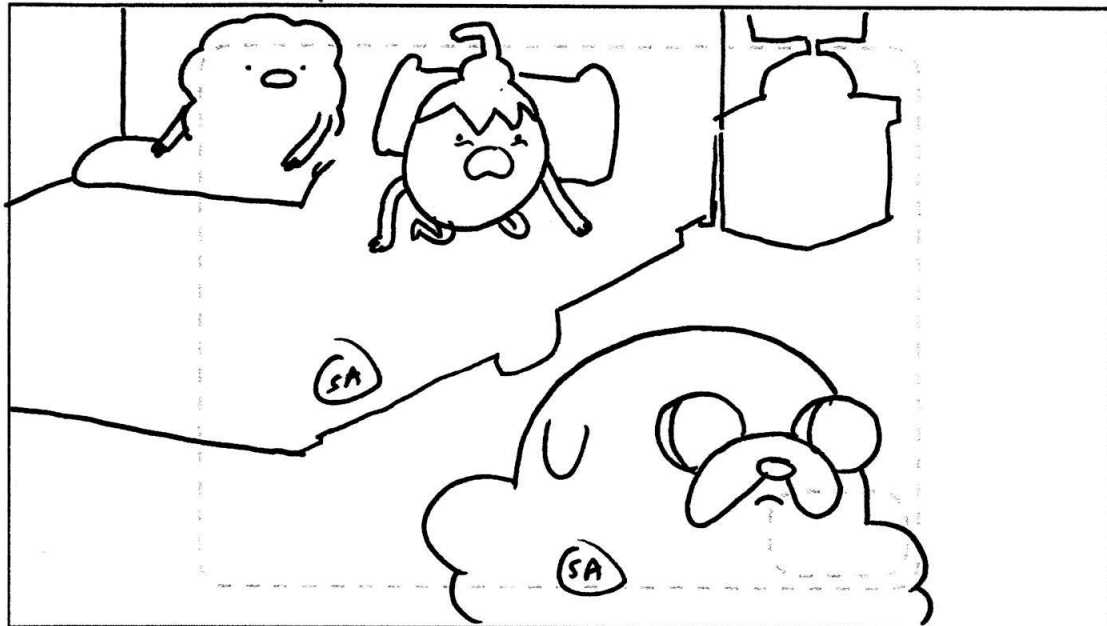
HV
Cut

ADVENTURE TIME

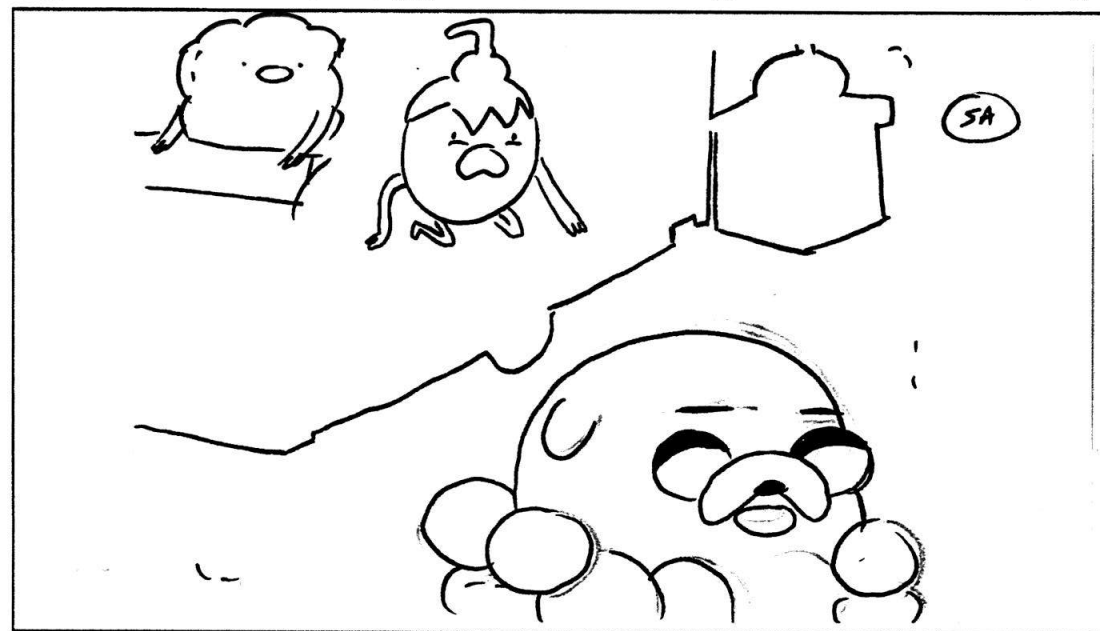


Page 127

Sc. 114 const Pnl. C Bg. day night



Sc. 114 const Pnl. D Bg. day night



Dialog:

GB: something else we can do
for those gold coins.

J: SURE MAN.

Action:

JAN 14 2014

Timing:

EPISODE #

1025-171

Production :

1025/171

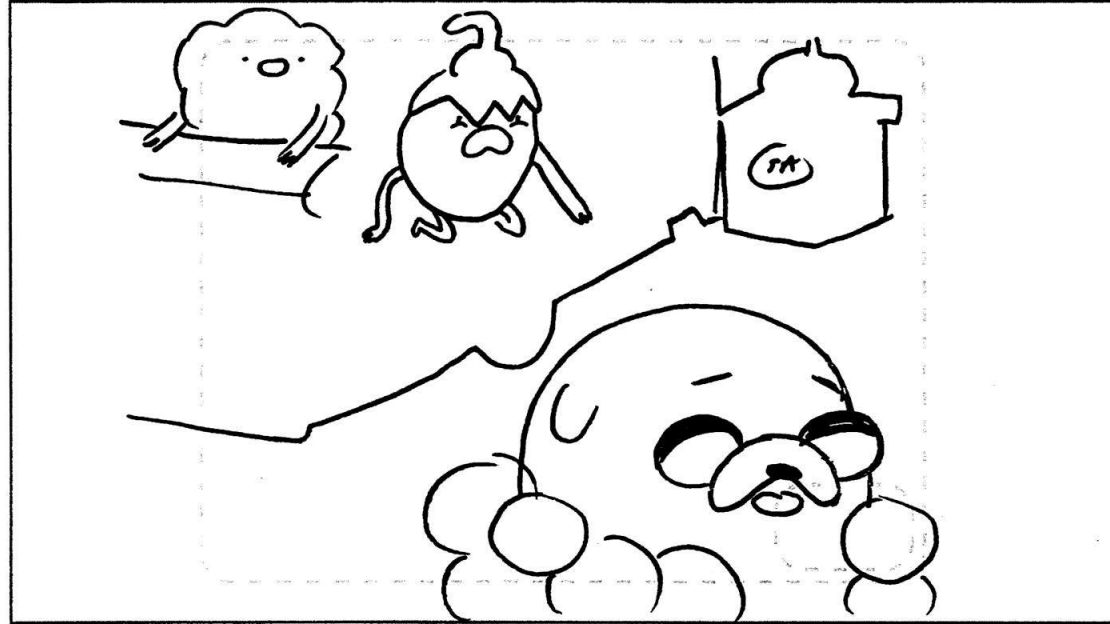
1025/171

ADVENTURE TIME

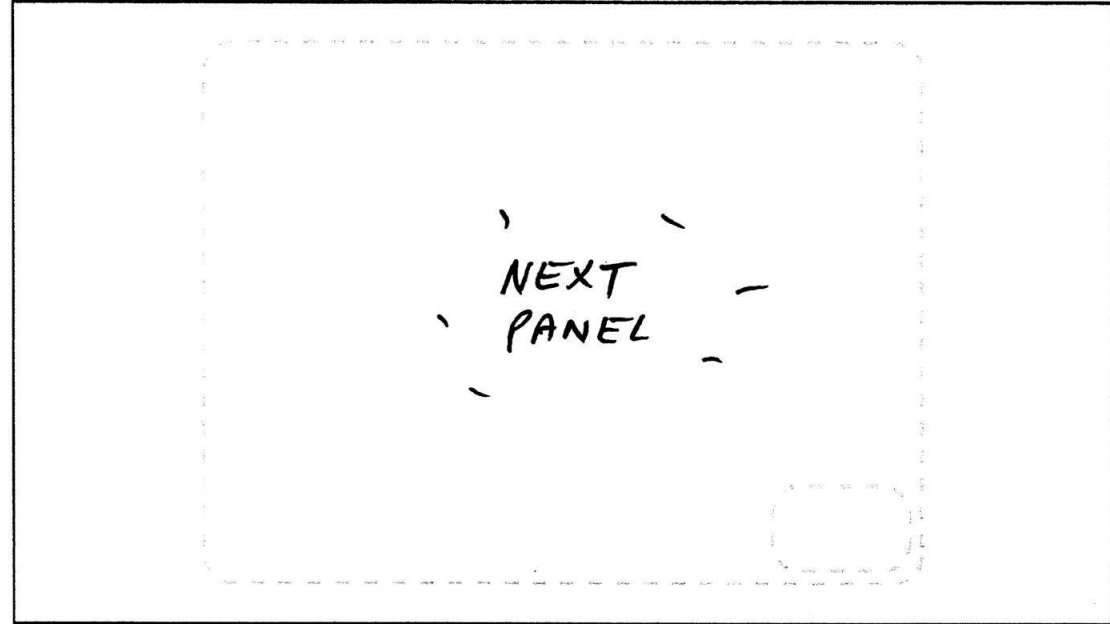


Page 128

Sc. 114 cont Pnl. E Bg. day night



Sc. Pnl. Bg. day night



Dialog:

JAKE AS A MATTER OF FACT, YOU
CAN HAVE ALL THE GOLD
COINS...

Action:

JAN 14 2014

Timing:

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Production :

1025/171

1025/171

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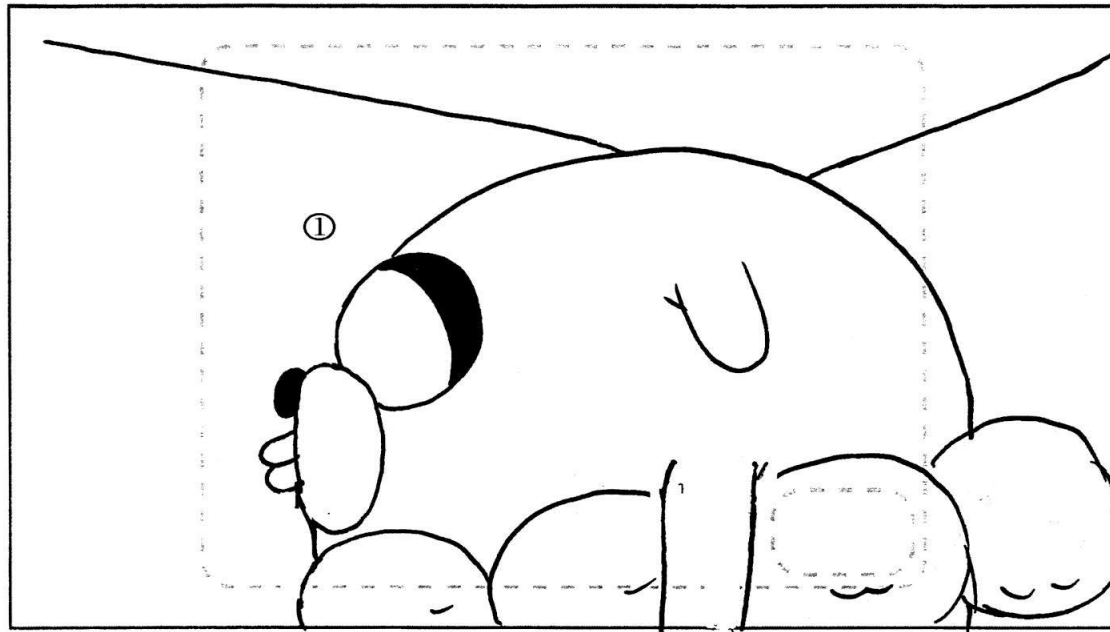
Ho
Cut

ADVENTURE TIME

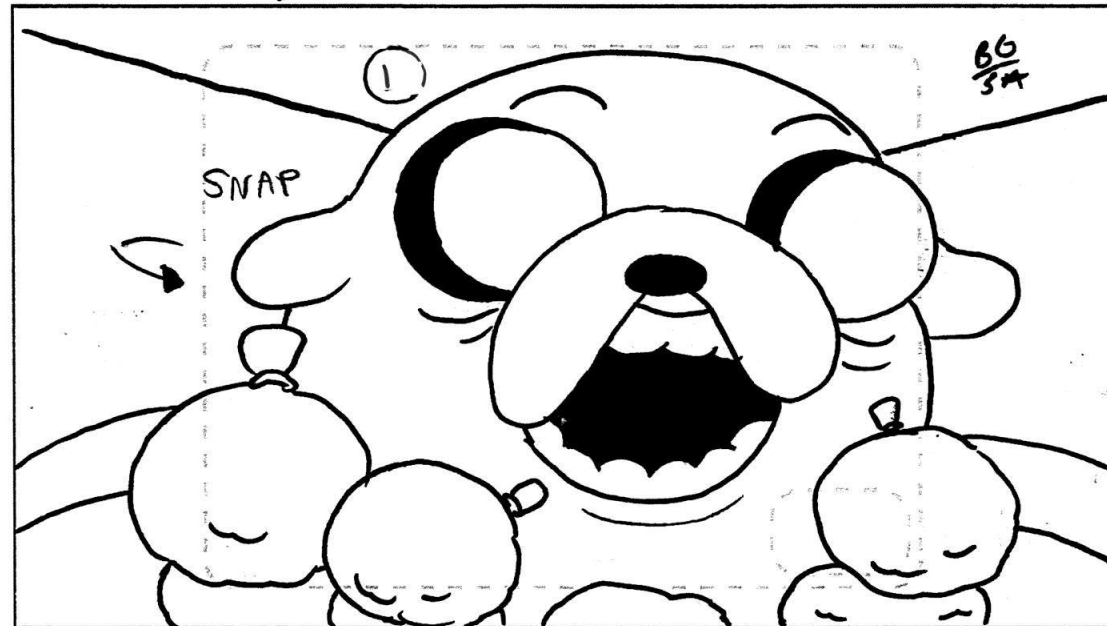


Page 129

Sc. 115 Pnl. A Bg. day night



Sc. 115 ~~CONT~~ Pnl. B Bg. day night

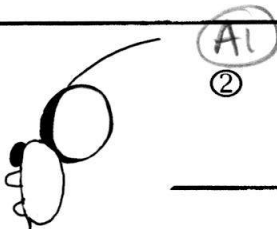


Dialog:

Jake: All the gold coins you can-

⑤ EAT!!!

Action:



Timing:



JAKE WHIPS AROUND QUICK

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1025/171

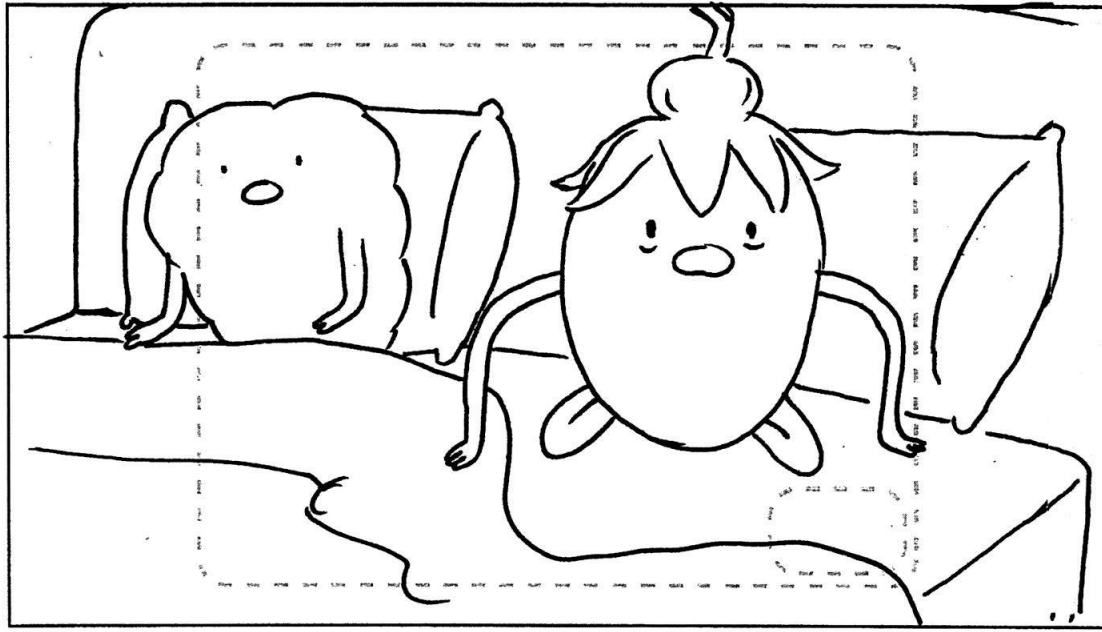
Cut

ADVENTURE TIME

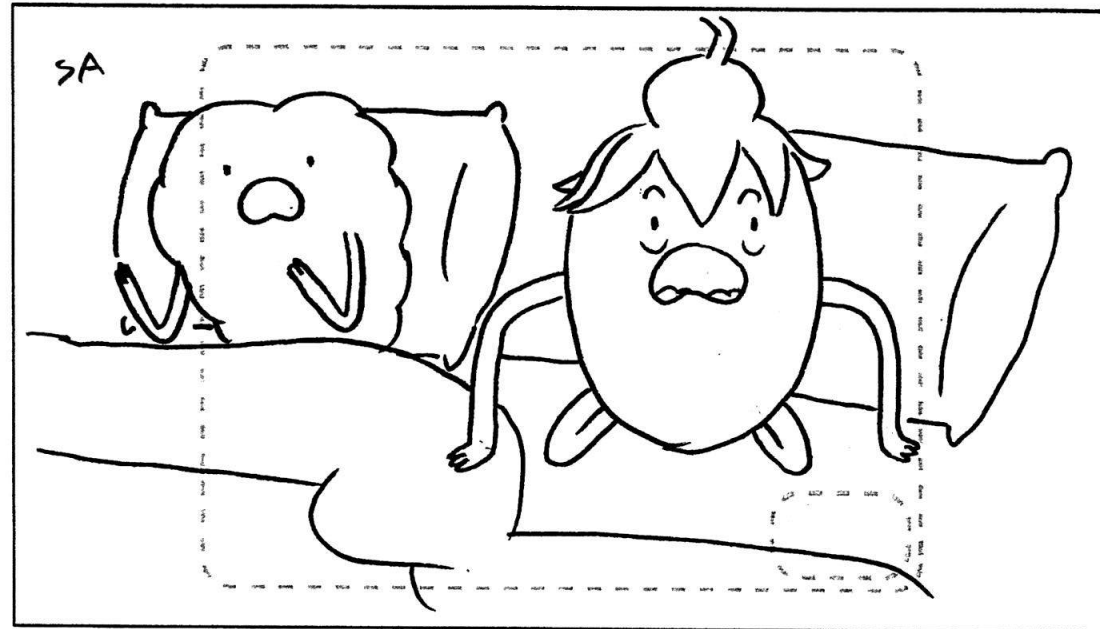


Page 130

Sc. 116 Pnl. A Bg. day night



Sc. 116 CONT Pnl. B Bg. day night



| | |
|---------|------------------------|
| Dialog: | MRS R + MR G : GASP |
| Action: | (START POSE) |
| Timing: | JAN 14 2014 |

Cut

1025-171

EPISODE #

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Production :

1025/171

ADVENTURE TIME



Sc. 117

Pnl. A

Bg.

day night

Sc.

117 CONT

Pnl.

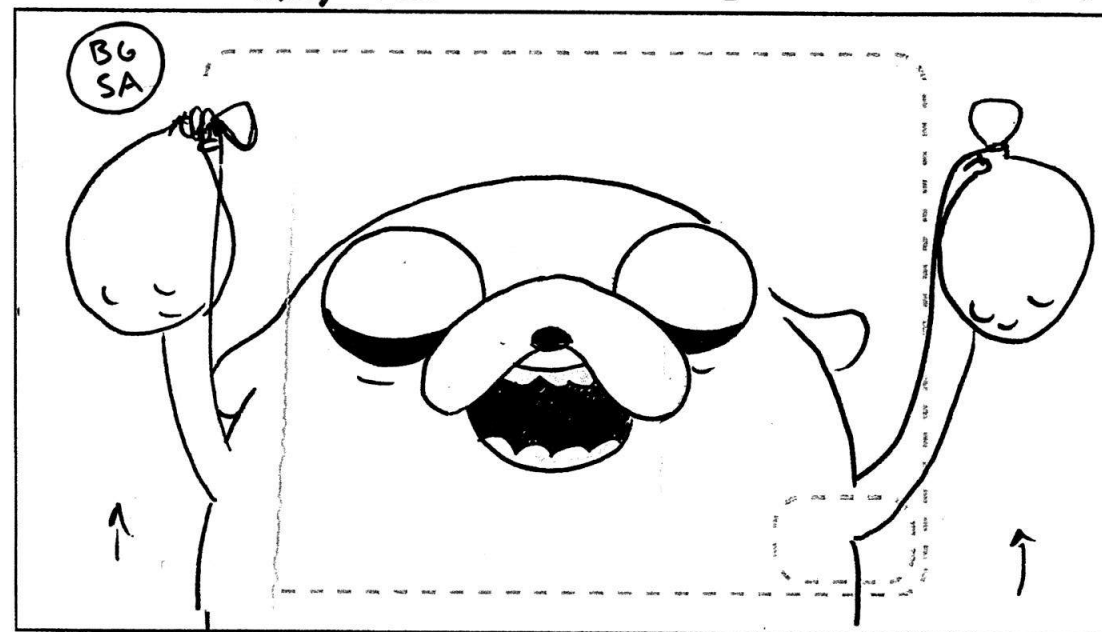
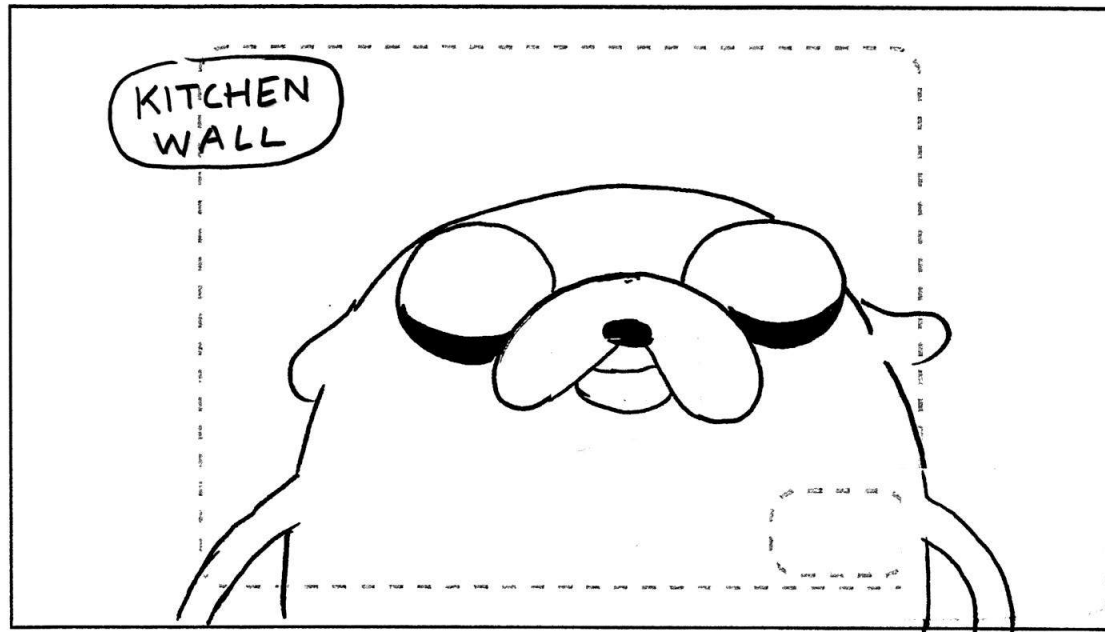
B

Bg.

Page 131

No page 132

day night



Dialog:

(J) DINNER IS

(J) SERVED !

Action:

JAN 14 2014

Timing:

EPISODE #

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Production :

1025/171

1025/171

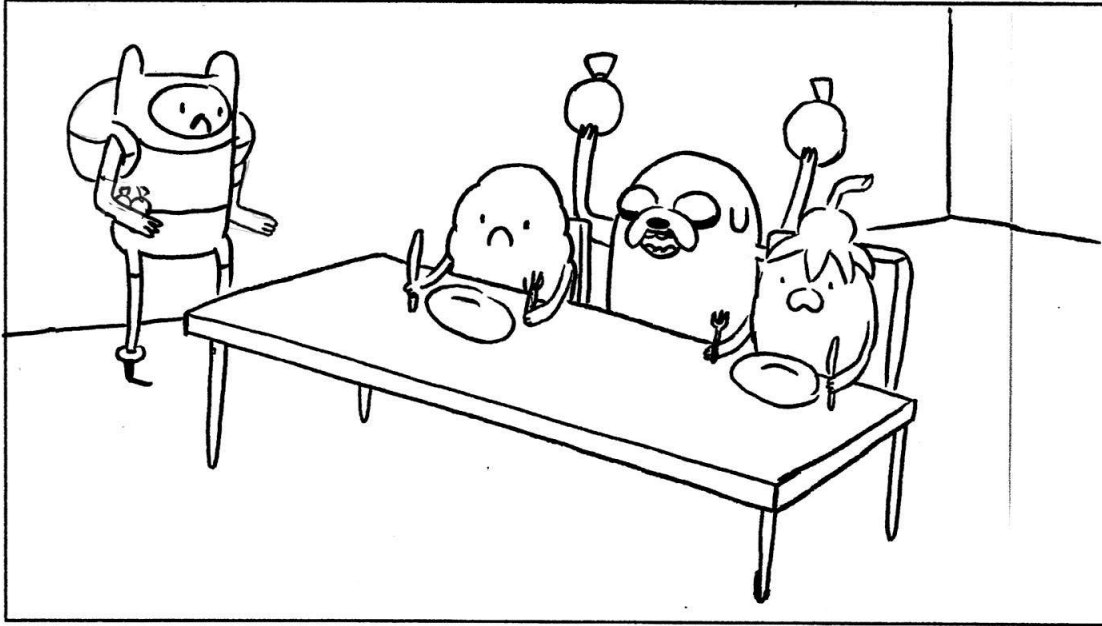
1025/171

ADVENTURE TIME

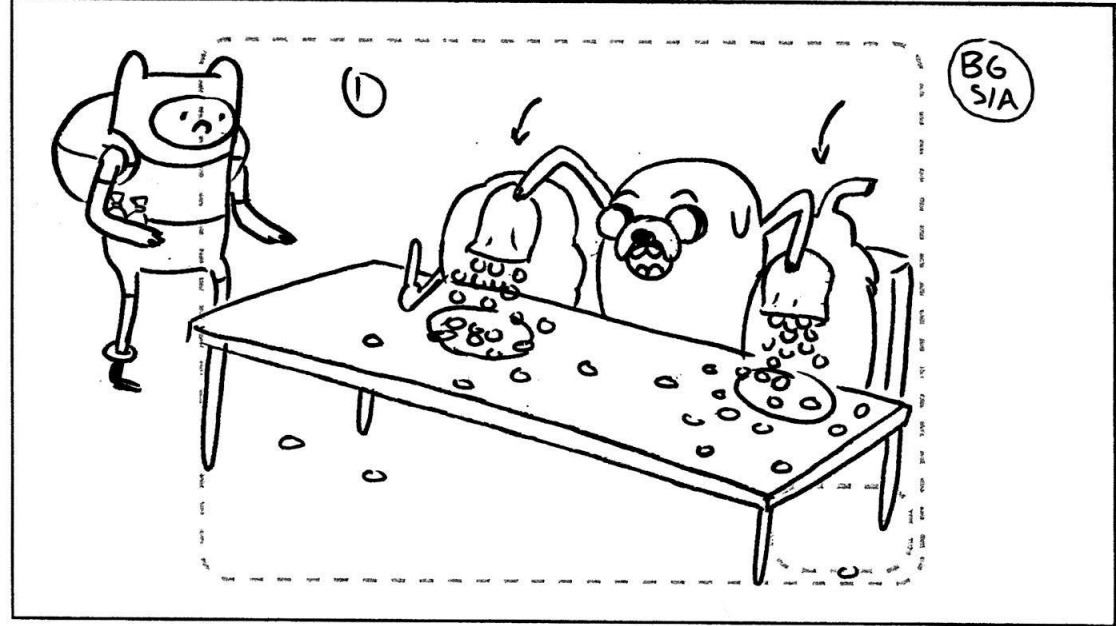


Page 133

Sc. 118 Pnl. A Bg. day night



Sc. 118 CONT Pnl. B Bg. day night



Dialog:

Action:

Timing:

Sfx: (PLINK PLINK PLINK)



COINS HITS TABLE, PLATE, GROUND!

①, ② COINS FALL OUT OF BAG

JAN 14 2014

1025-171

EPISODE #

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Production :

1025/171

1025/171

HW
Cut

HW
Cut

1025/171

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Handwritten: *Ho Cut*

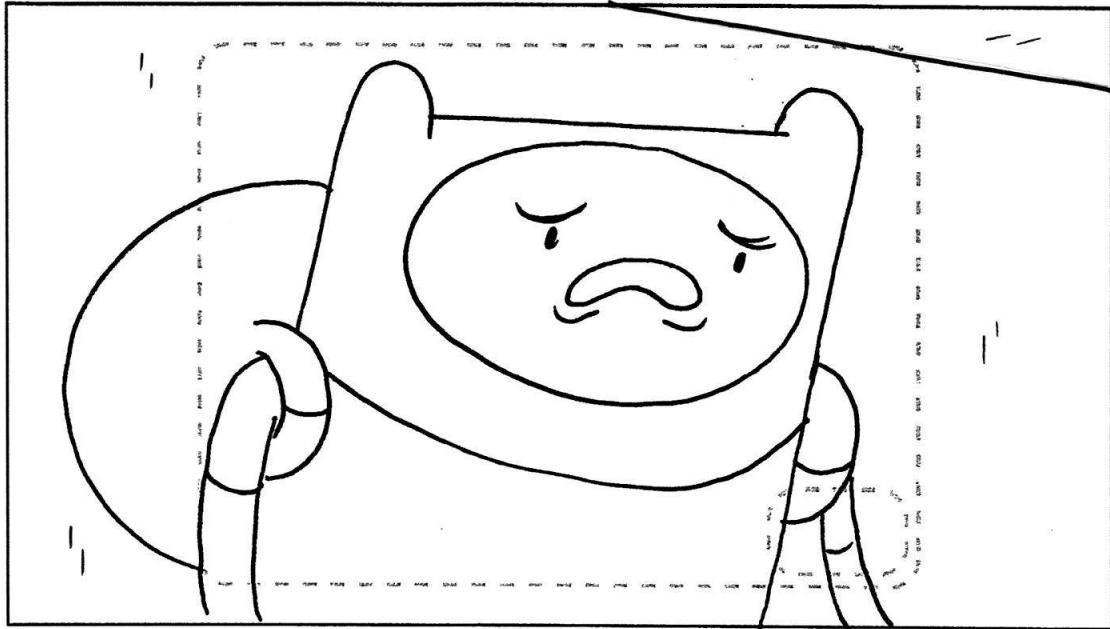
ADVENTURE TIME



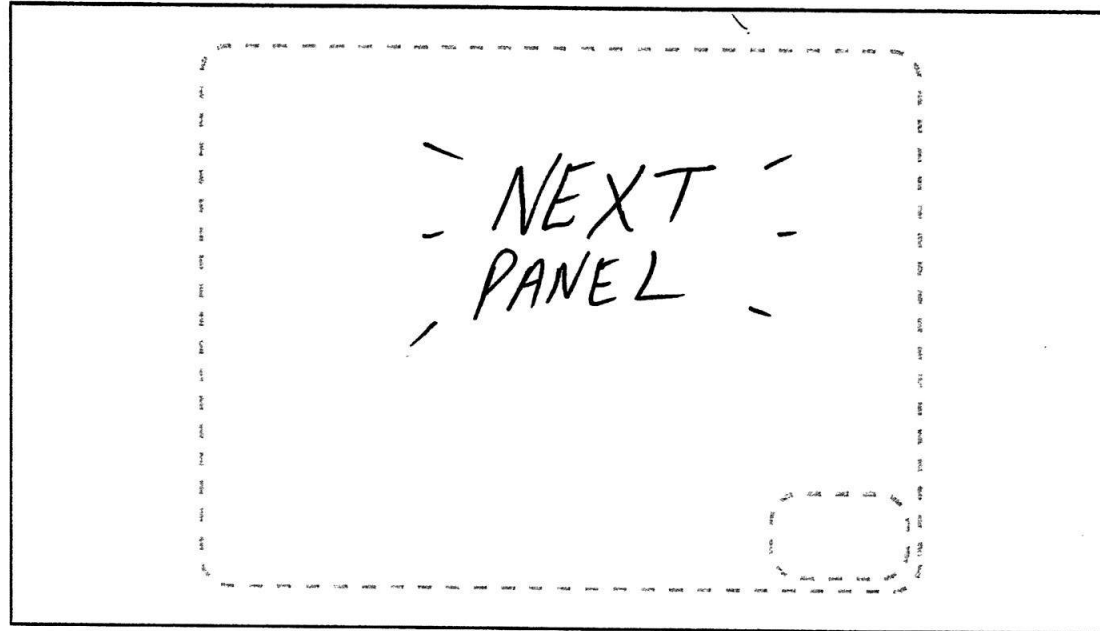
Handwritten: *Cut*

Page 134

Sc. 11a Pnl. A Bg. day night



Sc. Pnl. 3g. day night

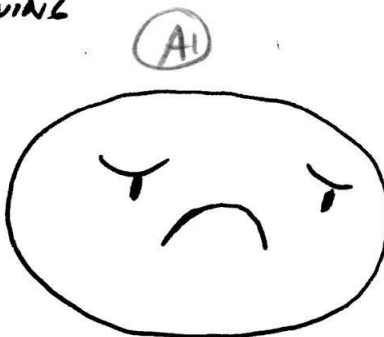


Dialog:

Action:

FINN MAKES A DISSAPROVING
FACE

Timing:



JAN 14 2014

Production :

EPISODE #

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1025/171

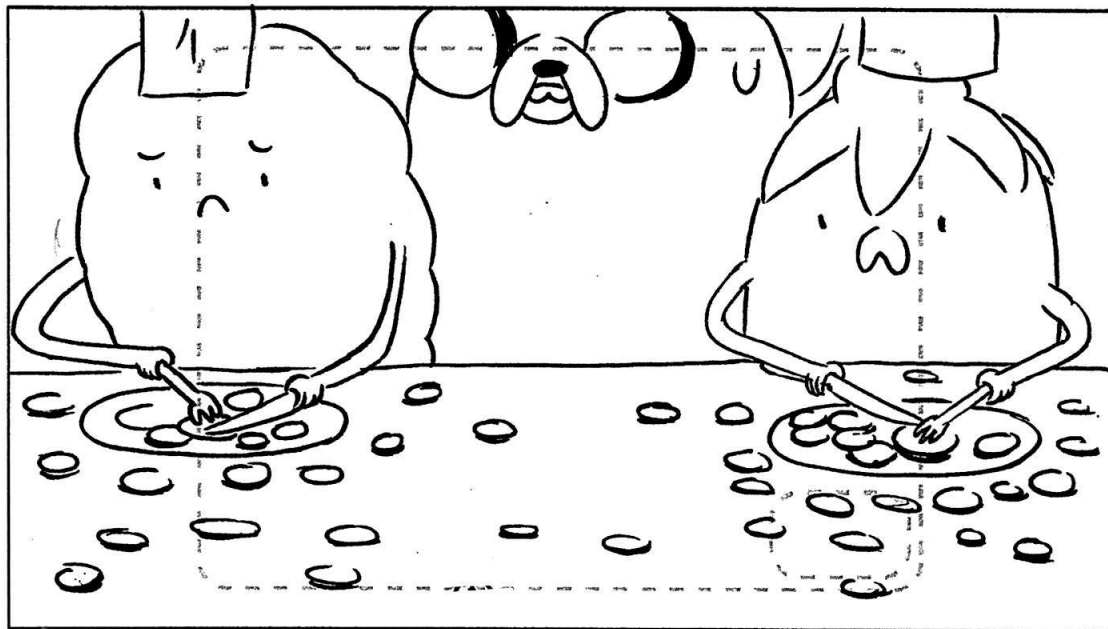
1025/171

ADVENTURE TIME

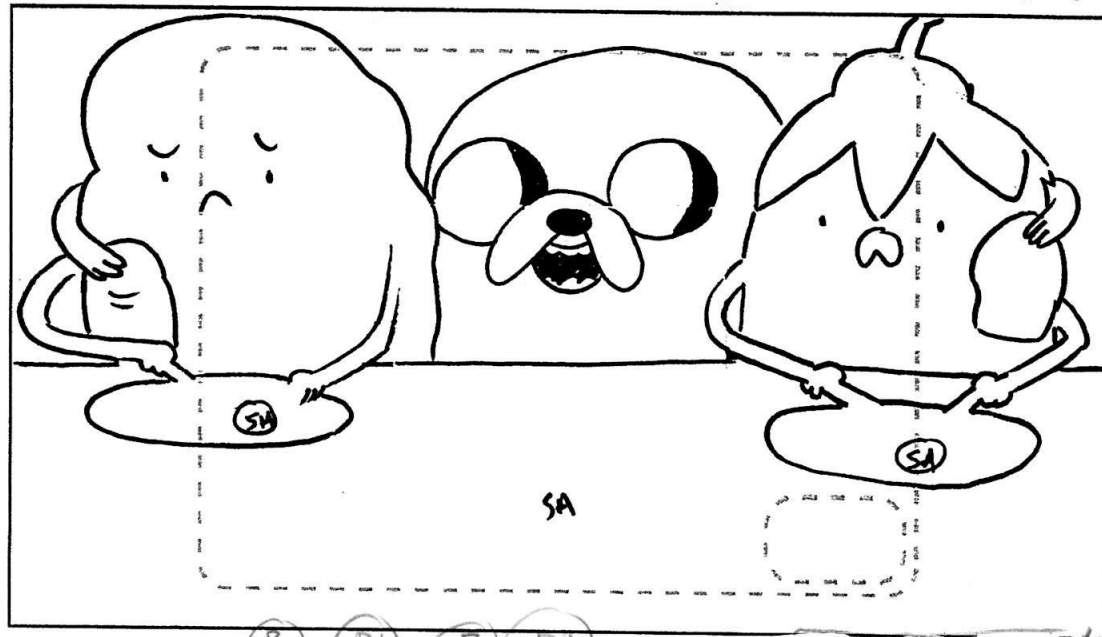


Page 135

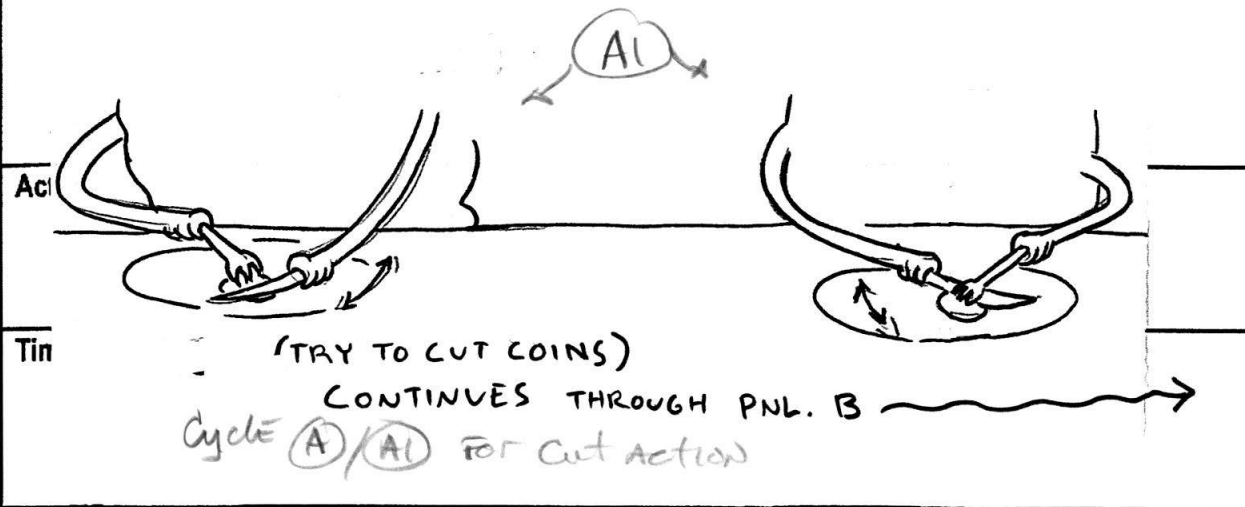
Sc. 120 Pnl. A Bg. day night



Sc. 120 *cont* Pnl. B Bg. day night



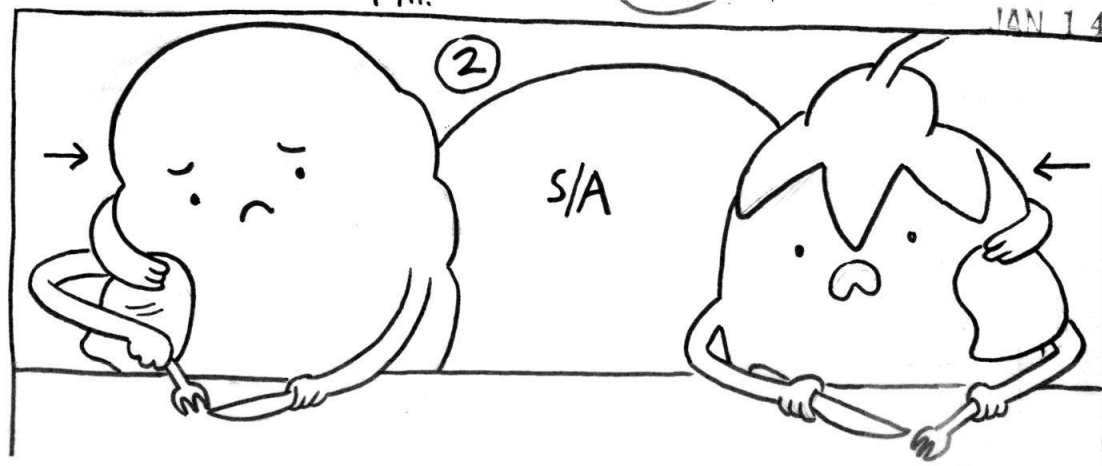
Dialog:



(B) (B1) (B) (B1)
① ② ① ②
⑤ yummy, yummy

Take hugs
couple w/dial.

(B1)



IAN 1 4 2014

1025-171

EPISODE #

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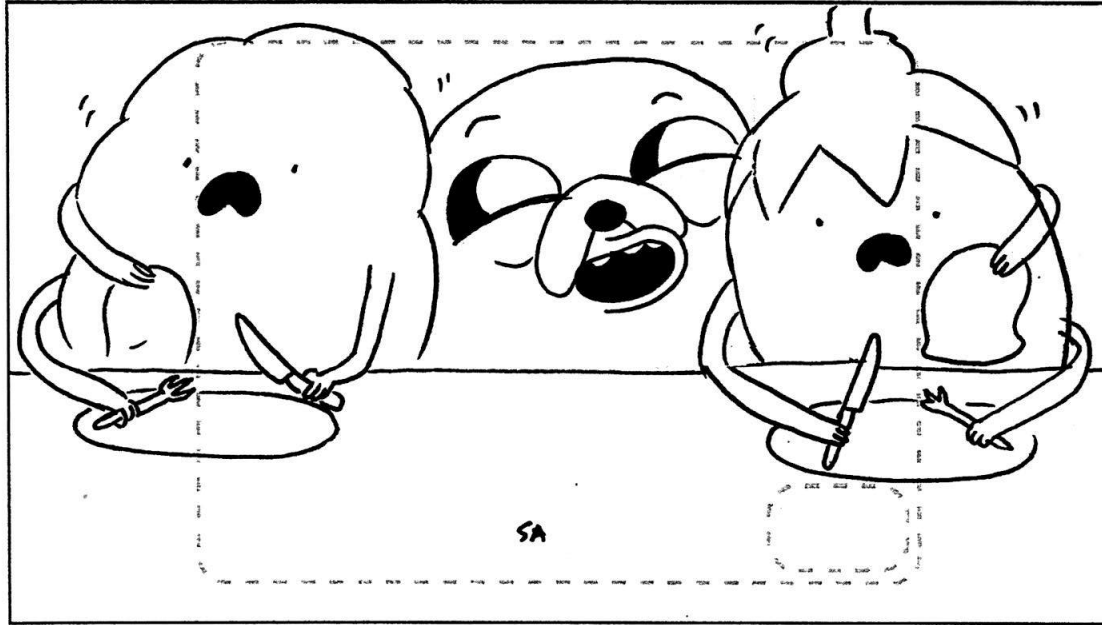
1025/171

ADVENTURE TIME

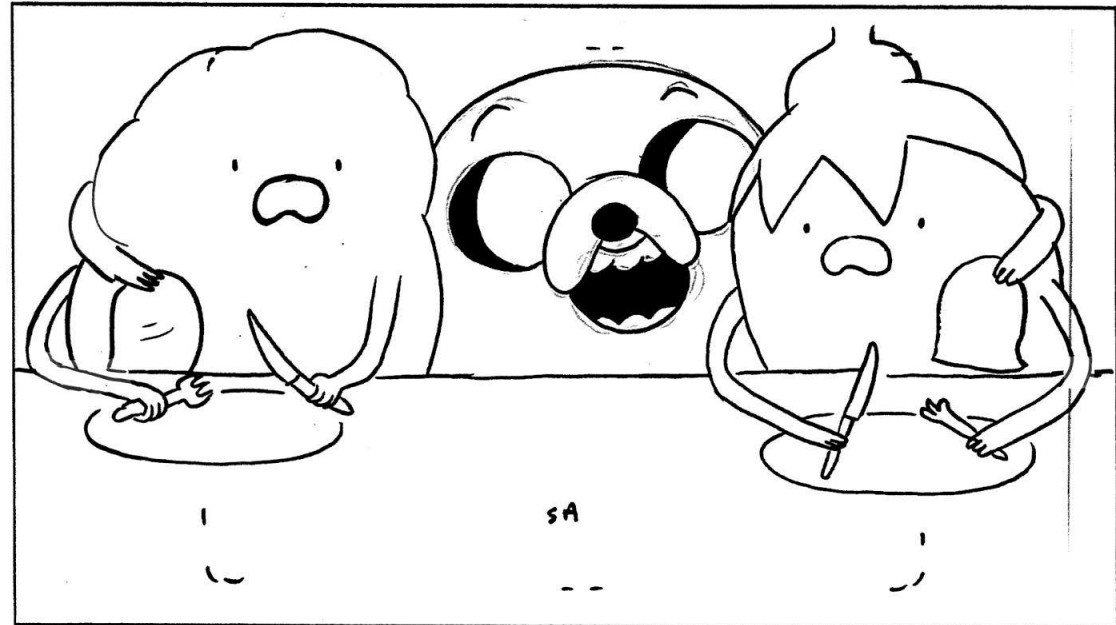


Page 136

Sc. 120 cont Pnl. C Bg. day night



Sc. 120 cont Pnl. D Bg. day night



| | |
|---------|---|
| Dialog: | <p>⑤ yummy!!!</p> <p>⑤ Hey you kids</p> <p style="text-align: right;">JAN 14 2014</p> |
| Action: | <p>Jake rustles the two</p> |
| Timing: | |

1025-171

EPISODE #

1025/171

Production :

1025/171

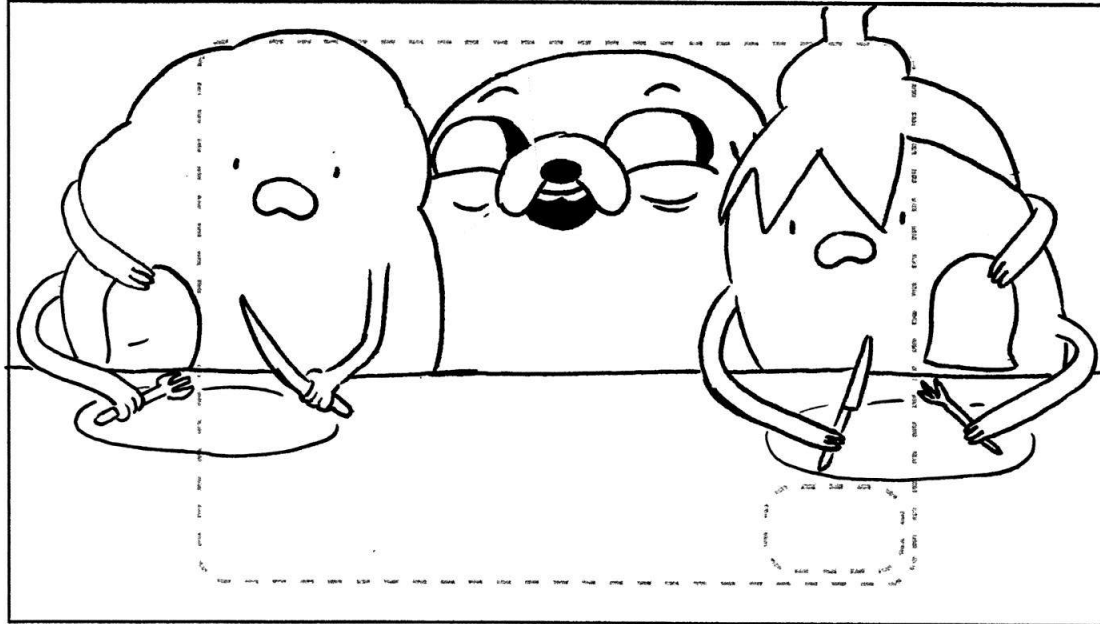
1025/171

ADVENTURE TIME

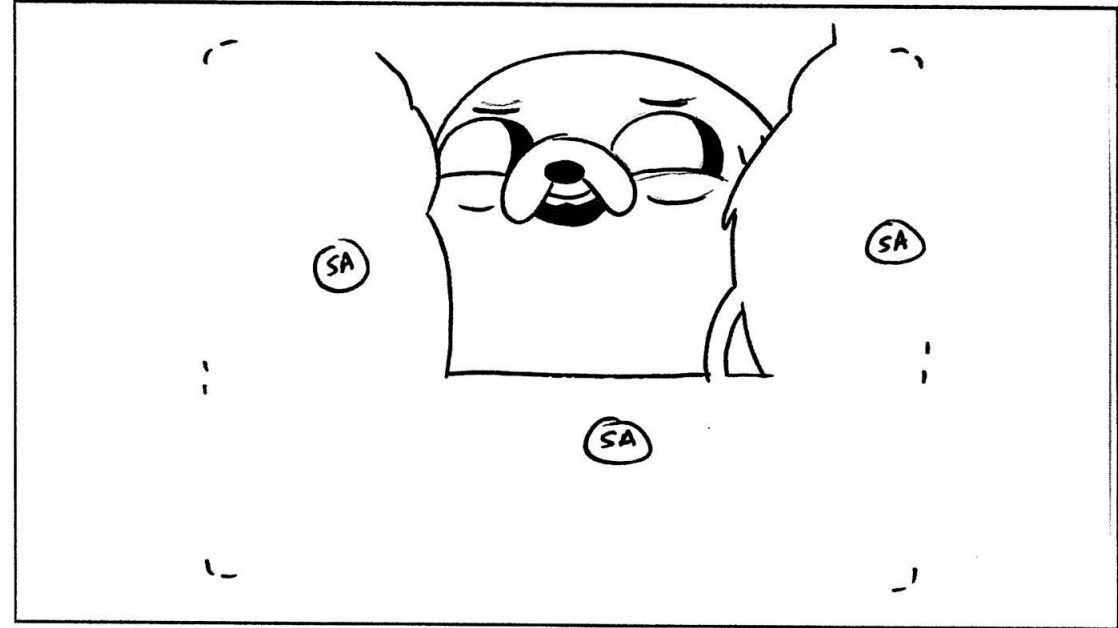


Page 137

Sc. 120 CONT Pnl. E Bg. day night



Sc. 120 CONT Pnl. F Bg. day night



Dialog:

⑤ need some dessert.

⑤ I'll go see what I can rustle up ---

Action:

JAN 14 2014

Timing:

EPISODE # 1025-171

Production :

1025/171

1025/171

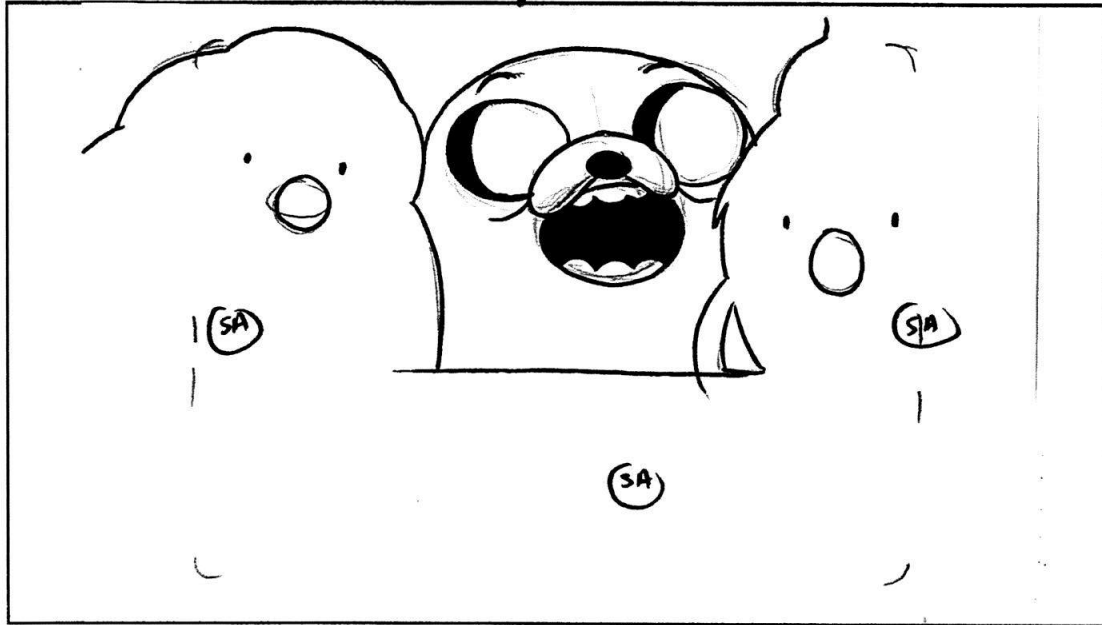
ADVENTURE TIME



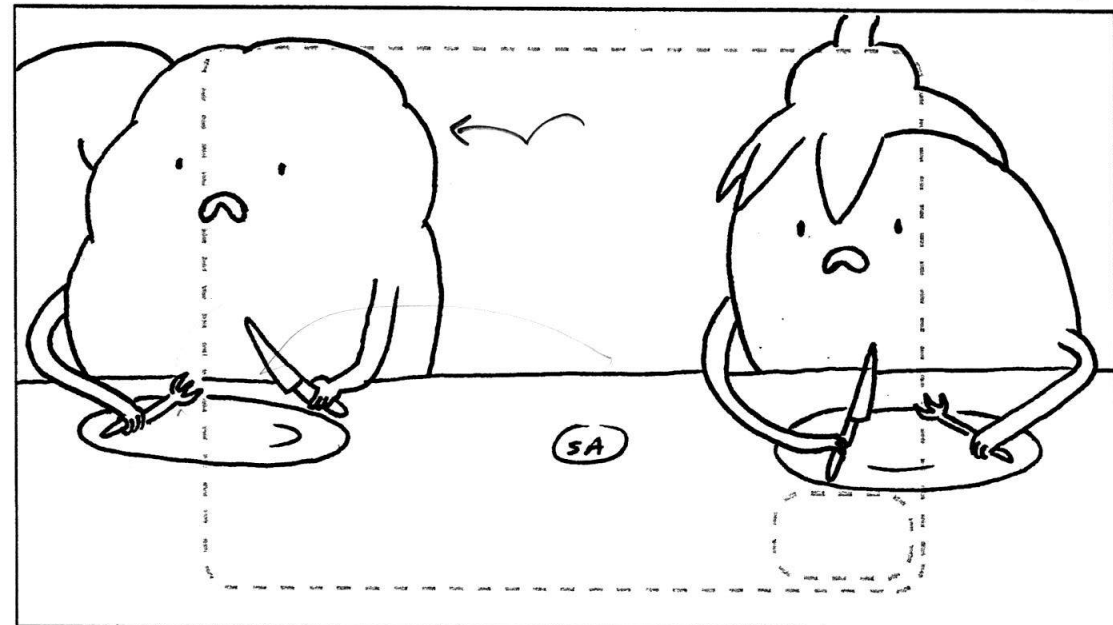
NO SC
121

Page 138
NO PG 139
day night

Sc. 120 cont Pnl. 6 Bg. day night



Sc. 120 cont Pnl. H Bg. day night



| | | |
|---------|------------------------|-------------|
| Dialog: | (J) IN THE TOOLSHED!!! | (J) HAHAAH! |
| Action: | | |
| Timing: | | |

JAN 14 2014

EPISODE #

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1025/171

Production :

1025/171

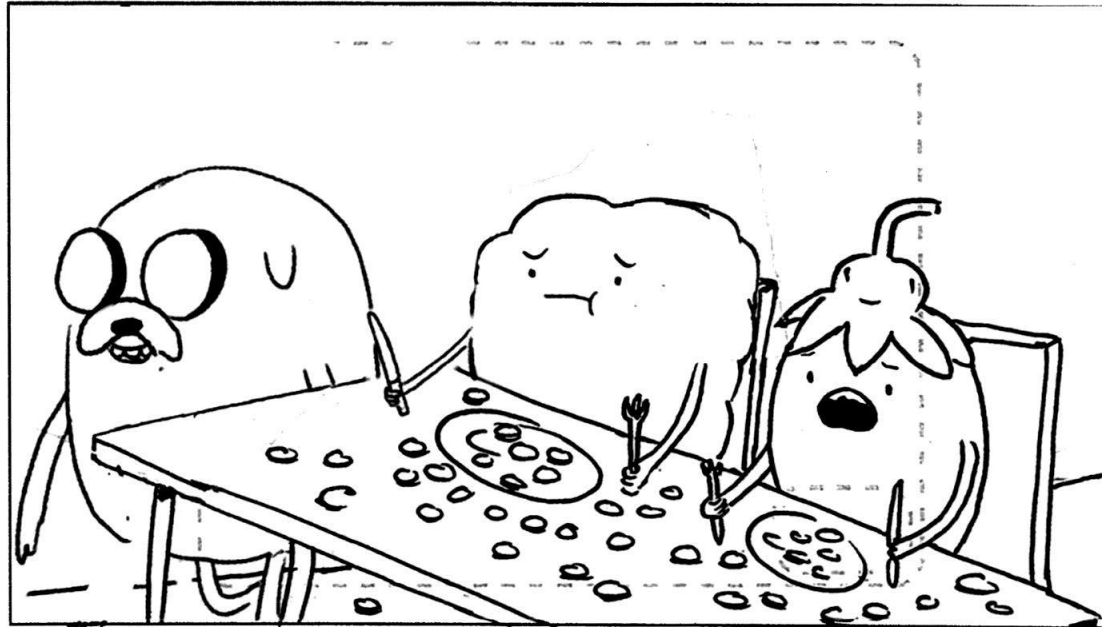
1025/171

ADVENTURE TIME

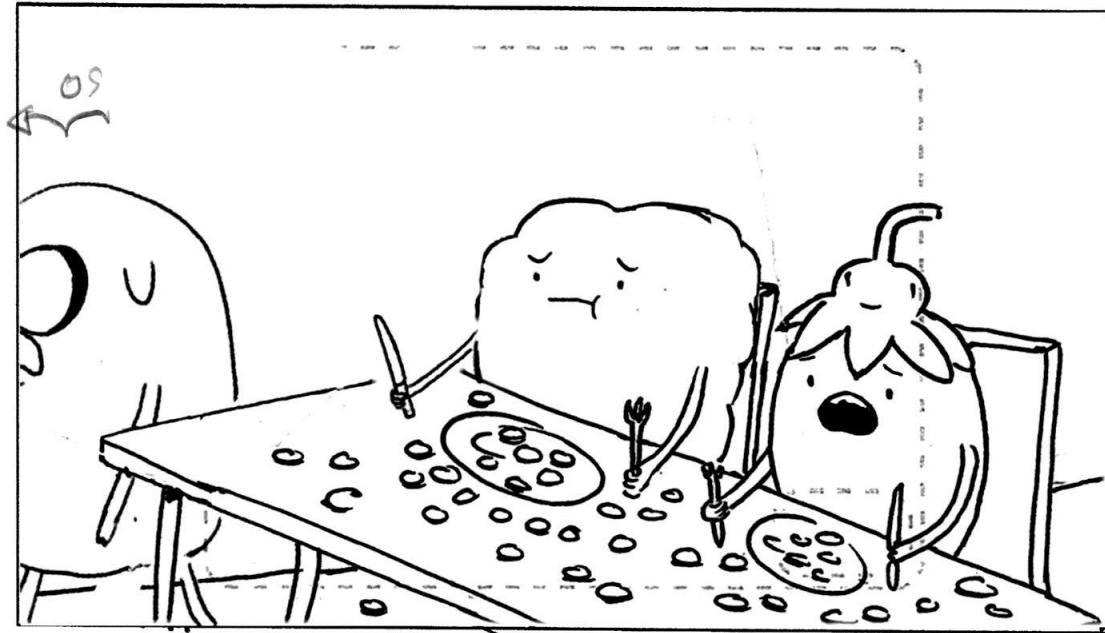


Page 140

Sc. 122 Pnl. A Bg. day night



Sc. 122 cont Pnl. B Bg. day night



| | |
|---------|--------------------------------|
| Dialog: | Jake cont: laughing* |
| Action: | {Mrs. Raspberry chews on coin} |
| Timing: | JAN 14 2014 |

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EPISODE #

1025/171

Production :

1025/171

140
cut

1025/171

ADVENTURE TIME

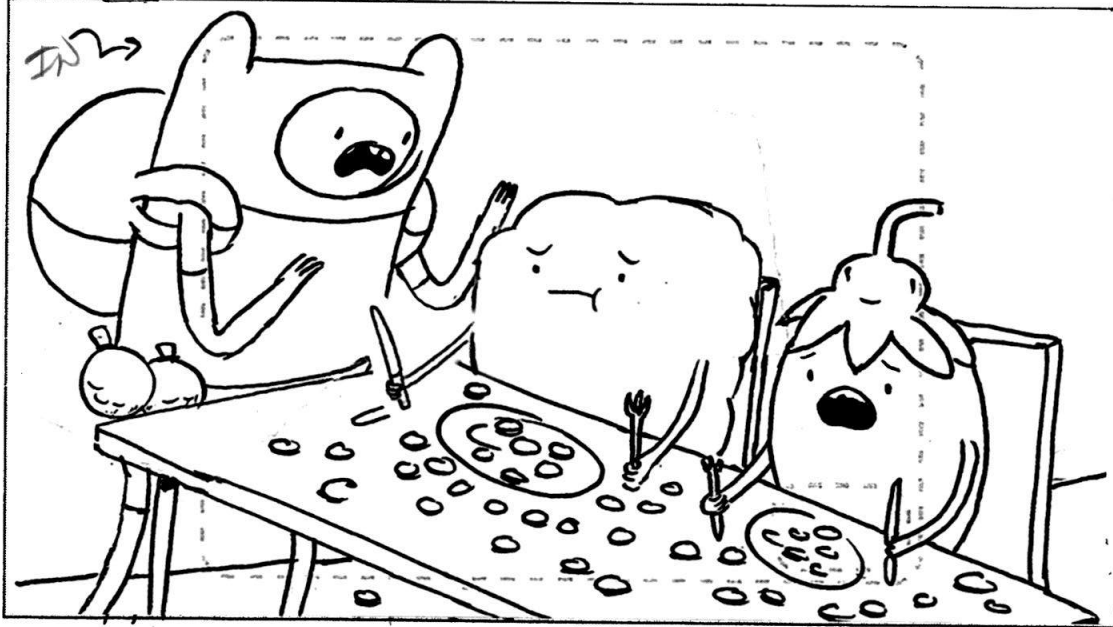


Sc. 122 *cont*

Pnl. C

Bg.

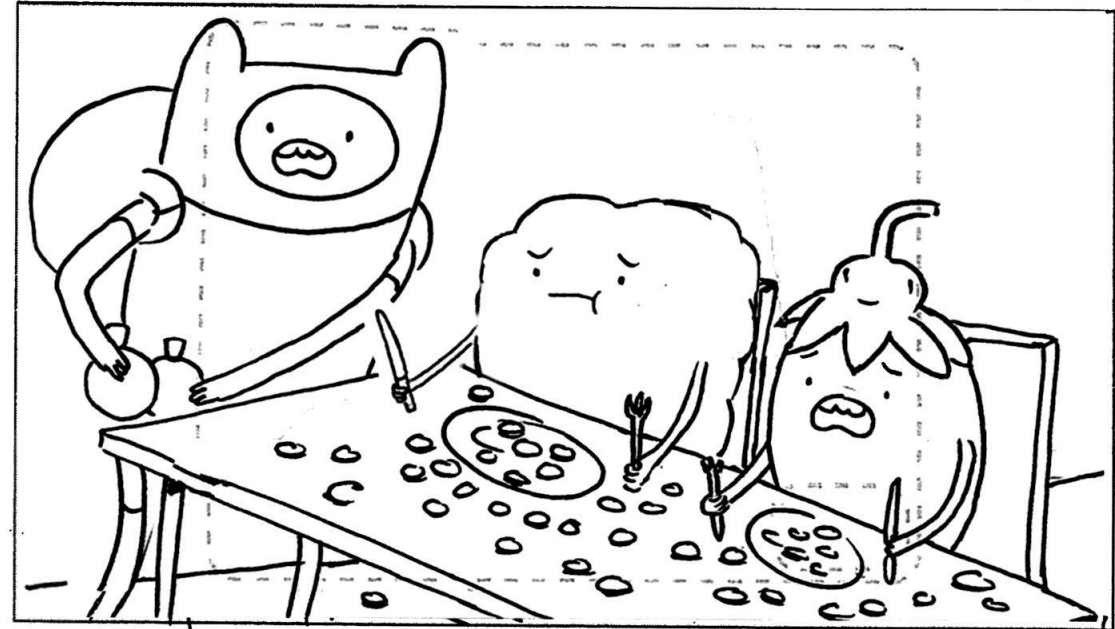
day night



Sc. 122 *cont*

Pnl. D

Bg.



Page 141
141A NEXT
day night

Dialog:

finn: Guys, Im super sorry about -

Action:

Timing:

F: my friend. . .



JAN 14 2014

Production :

EPISODE #

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1025/171

121/970

ADVENTURE TIME

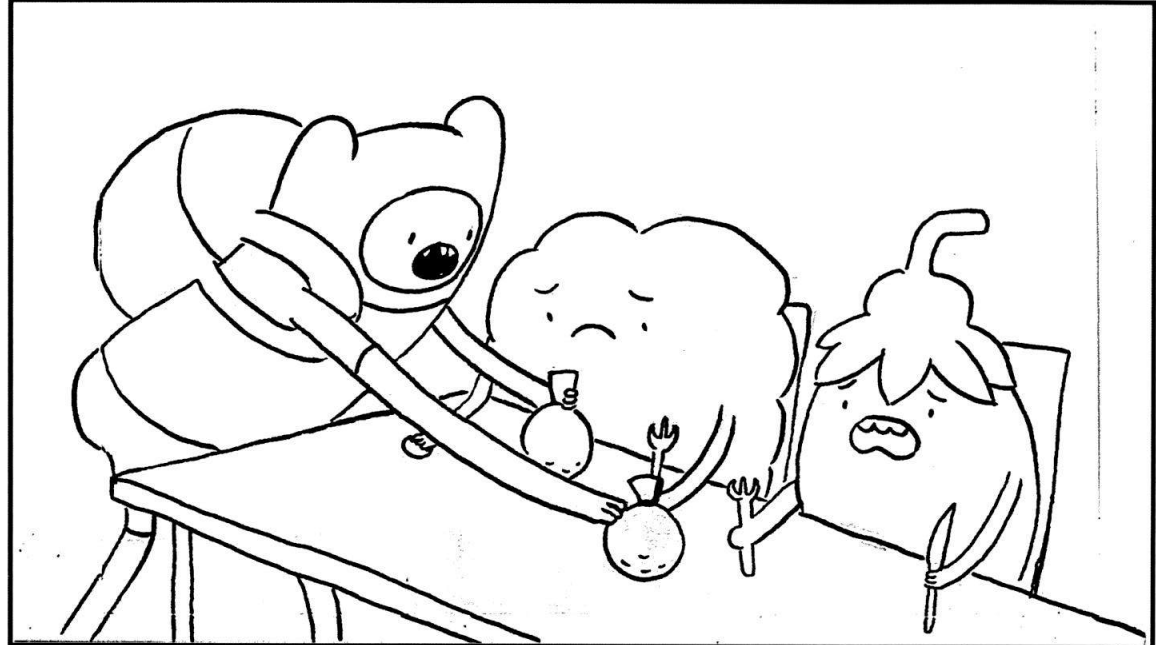
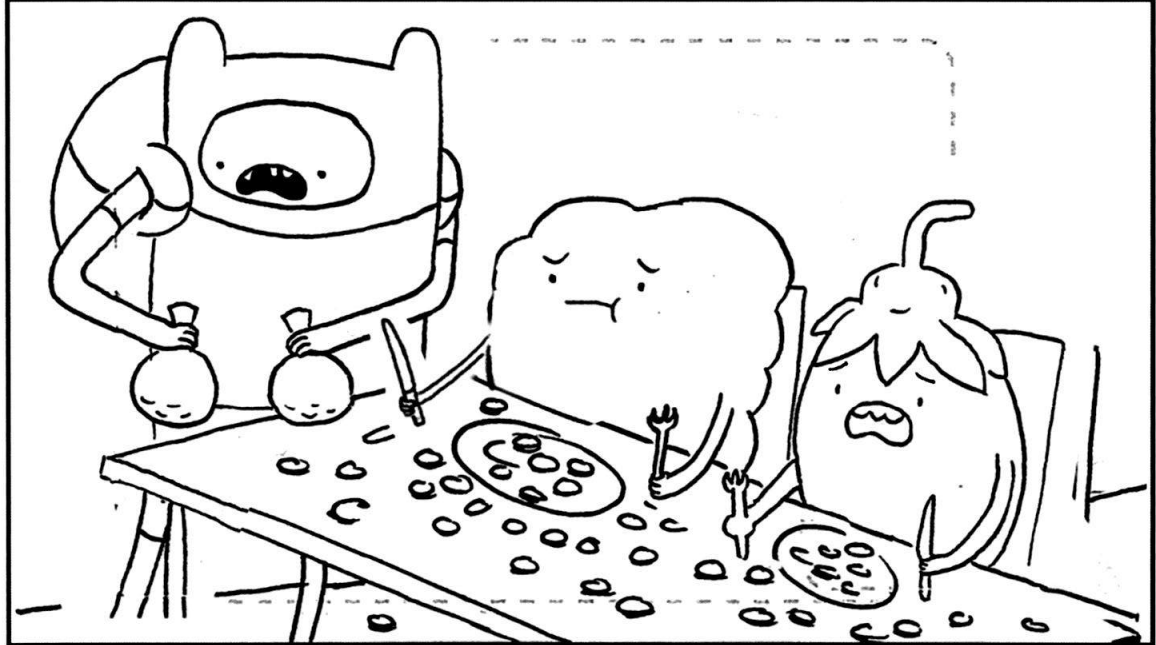


Page 141A

142 NEXT

Sc. 122 *CONT* Pnl. E Bg. day night

Sc. 122 *CONT* Pnl. F Bg. day night



| | | |
|---------|---|-------------|
| Dialog: | Finn : my friend.. | E: HERE ... |
| Action: | -F PUTS TWO MONEY BAGS IN FRONT OF MRS.R + MR.G | |
| Timing: | JAN 14 2014 | |

EPISODE #

1025/171

Production:

1025/171

ADVENTURE TIME

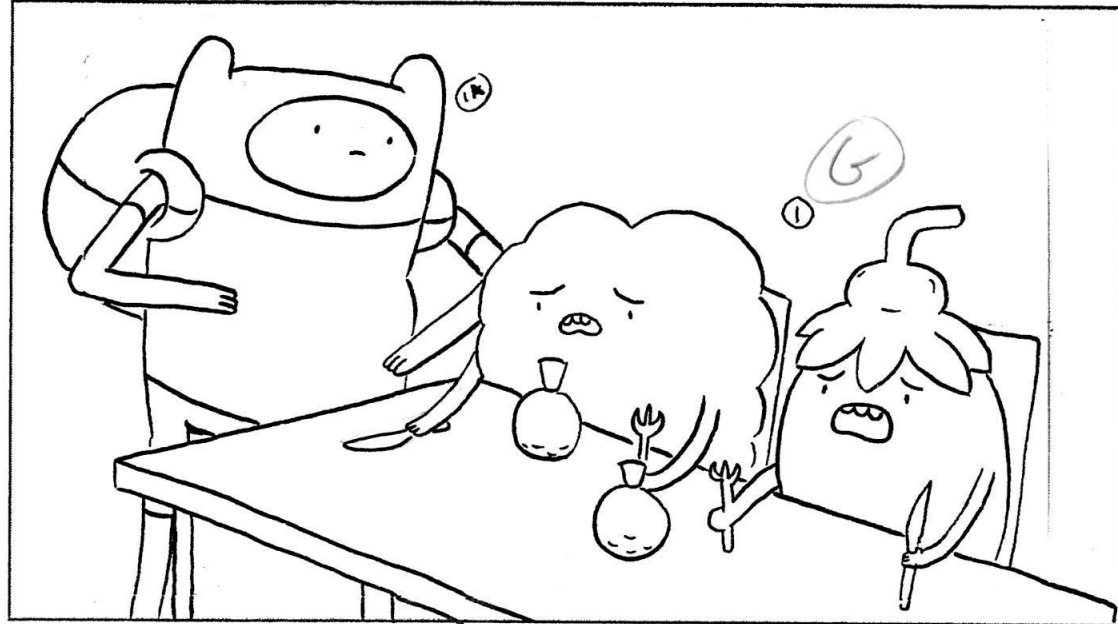


Sc. 122 *CONT*

Pnl. G

Bg.

day night

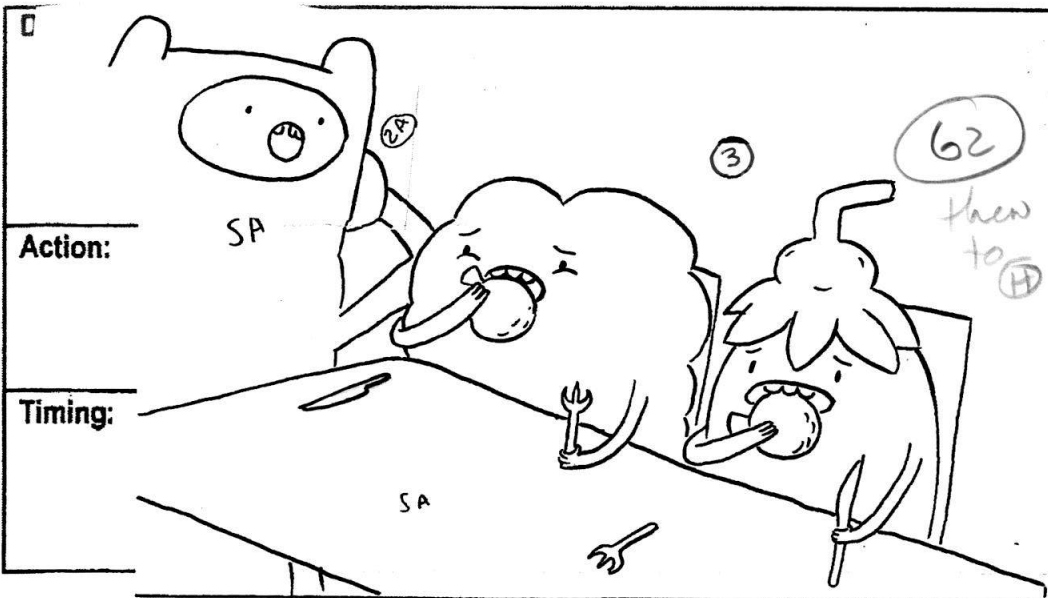
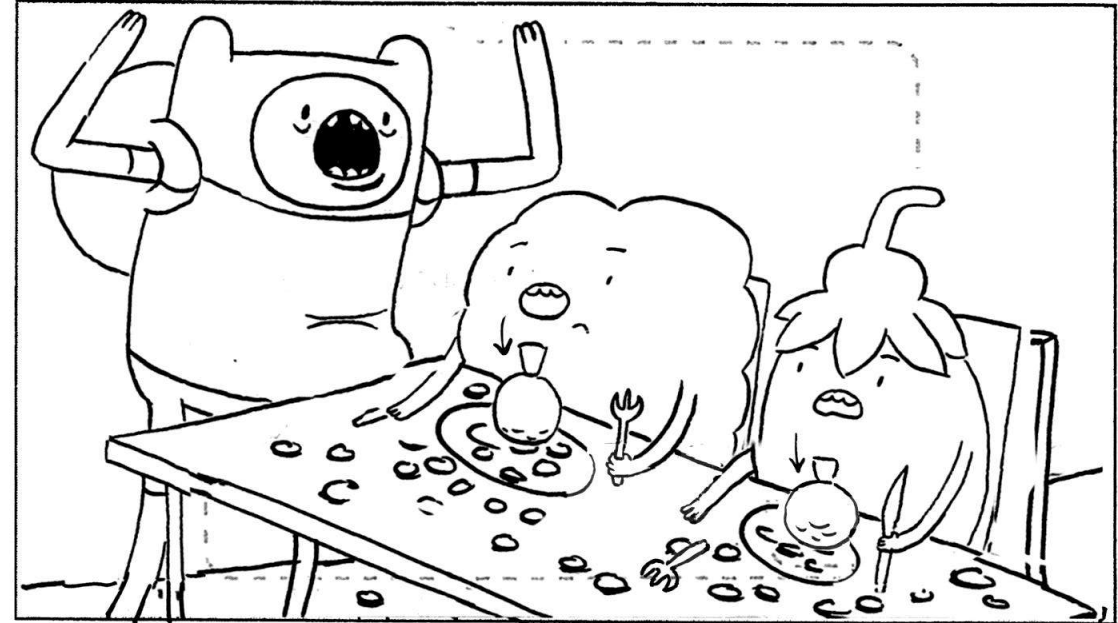


Sc. 122 *CONT*

Pnl. H

Bg.

Page *142*
NO PG 143
day night



F: DON'T EAT IT YA DUMS!



JAN 14 2014

EPISODE #

Production :

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1025/171

1025/171

1025/171

ADVENTURE TIME

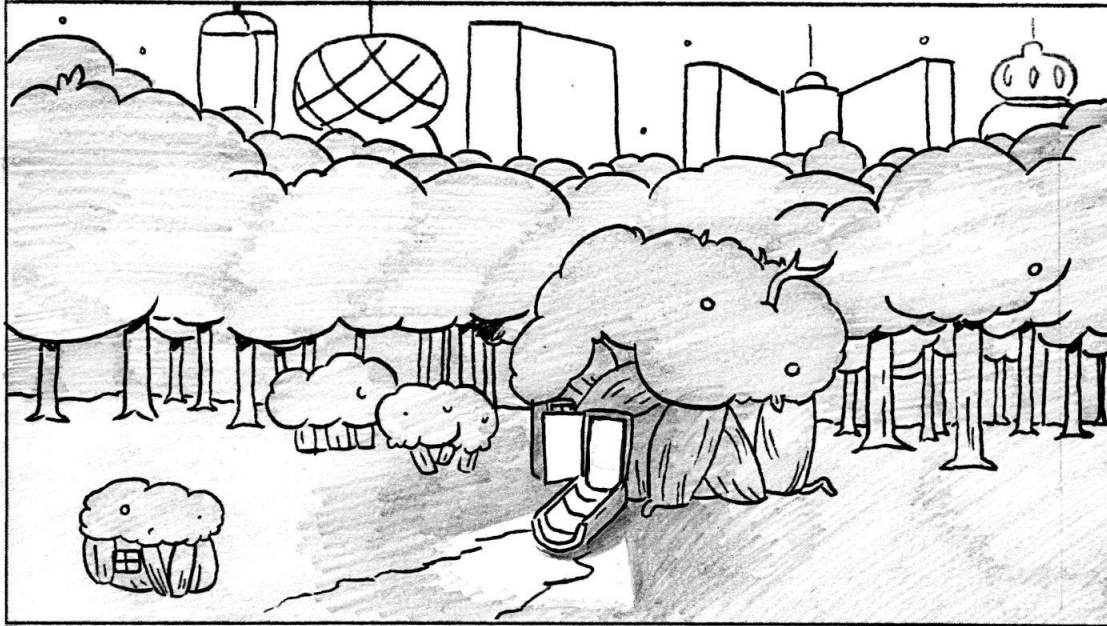


Sc. 123

Pnl. A

Bg.

day night



Sc. 123 ~~cont~~

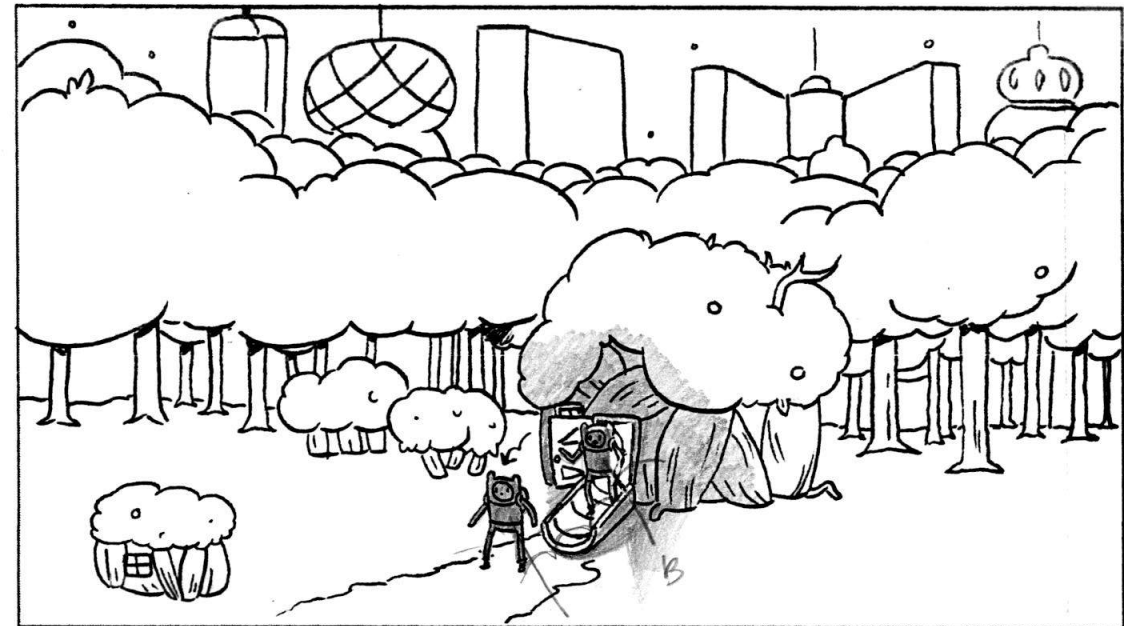
Pnl. B

Bg.

Page 144
day night

144A NEXT
day night

day night



Dialog:

Action:

-FINN WALKS OUT DOOR,

JAN 14 2014

Timing:**EPISODE #**

1025-171

1025/171

Production :

1025/171

1025/171

HW
Cut

ADVENTURE TIME

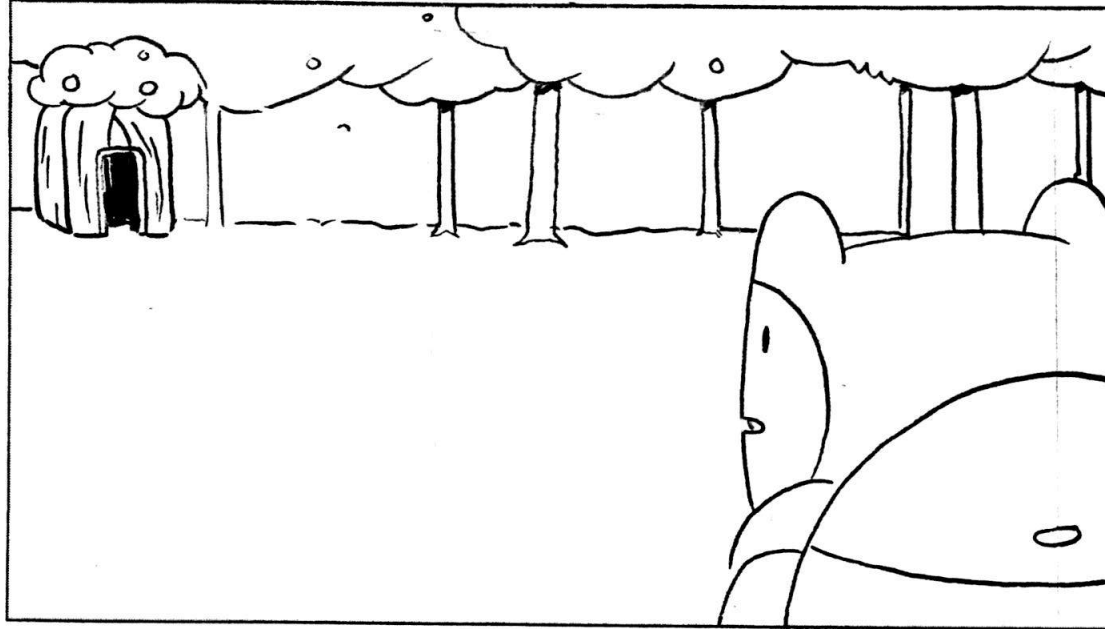


Sc. 124

Pnl. A

Bg.

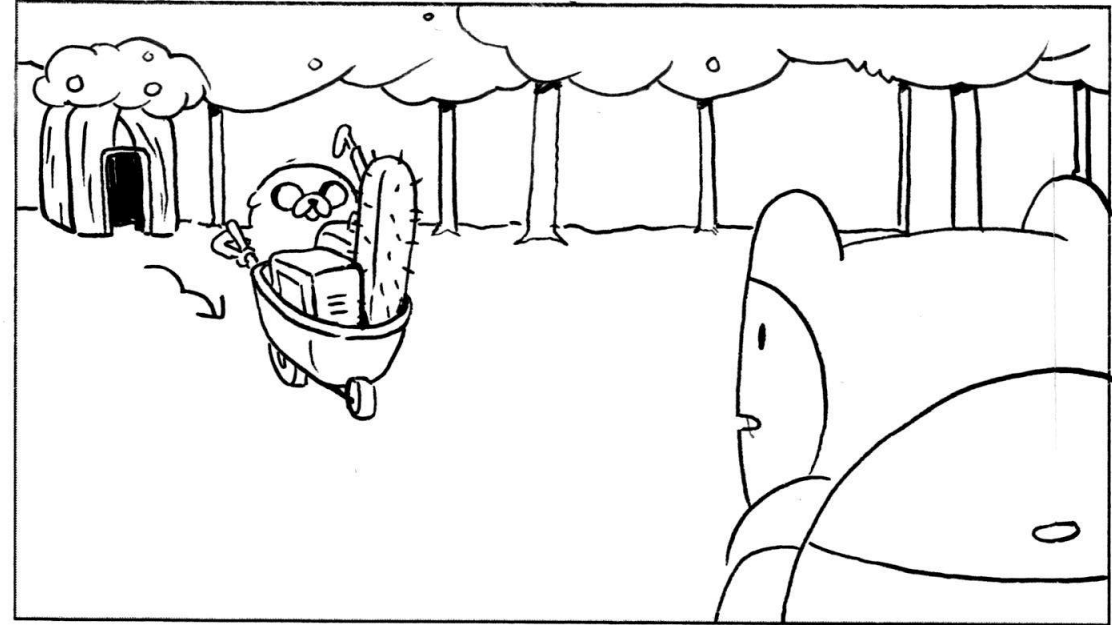
day night



Sc. 124 CONT

Pnl. B

Bg.



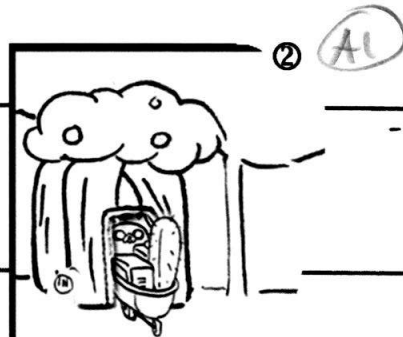
Page 144 A
144 B NEXT
day night

HW
Cut

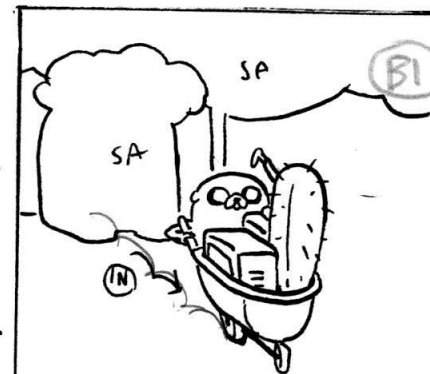
Dialog:

Action:

Timing:



- J. WHEELS WAGON
OUT OF TOOL SHED



JAN 14 2014

EPISODE #

1025-171

1025/171

Production :

1025/171

ADVENTURE TIME



Page **144B**
145 NEXT
day night

Sc.

Pnl.

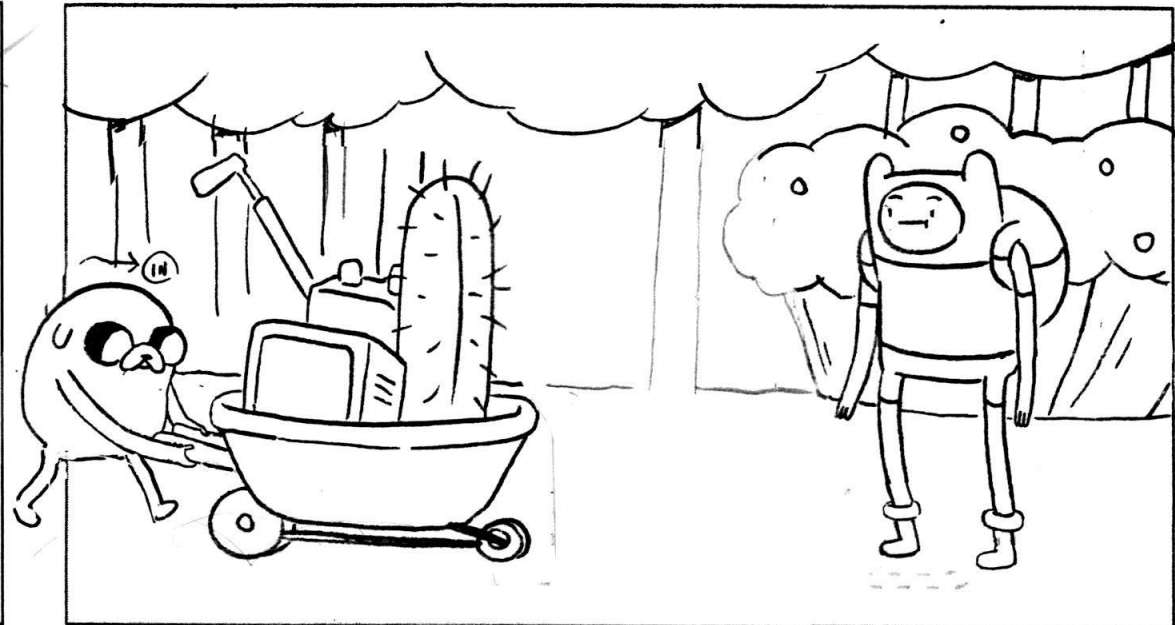
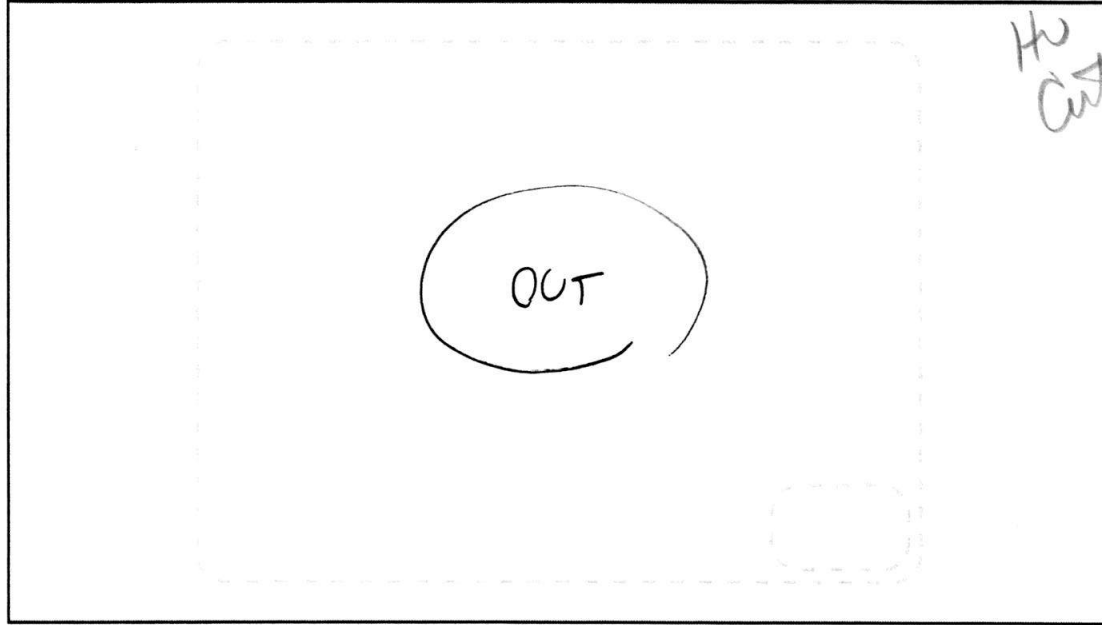
Bg.

day night

Sc. 125

Pnl. A

Bg.



Dialog:

Action:

- J. WHEELS WAGON ON/S

Timing:

JAN 14 2014

EPISODE #

1025-171

1025/171

Production :

1025/171

ADVENTURE TIME



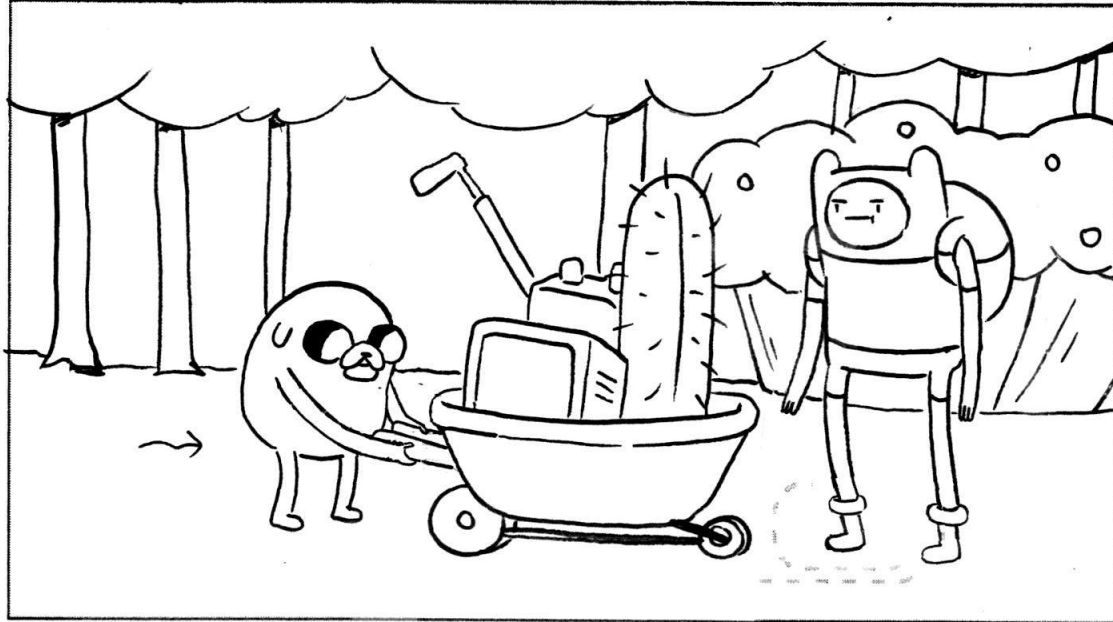
Page 145

Sc. 125 *CONT*

Pnl. *B*

Bg.

day night

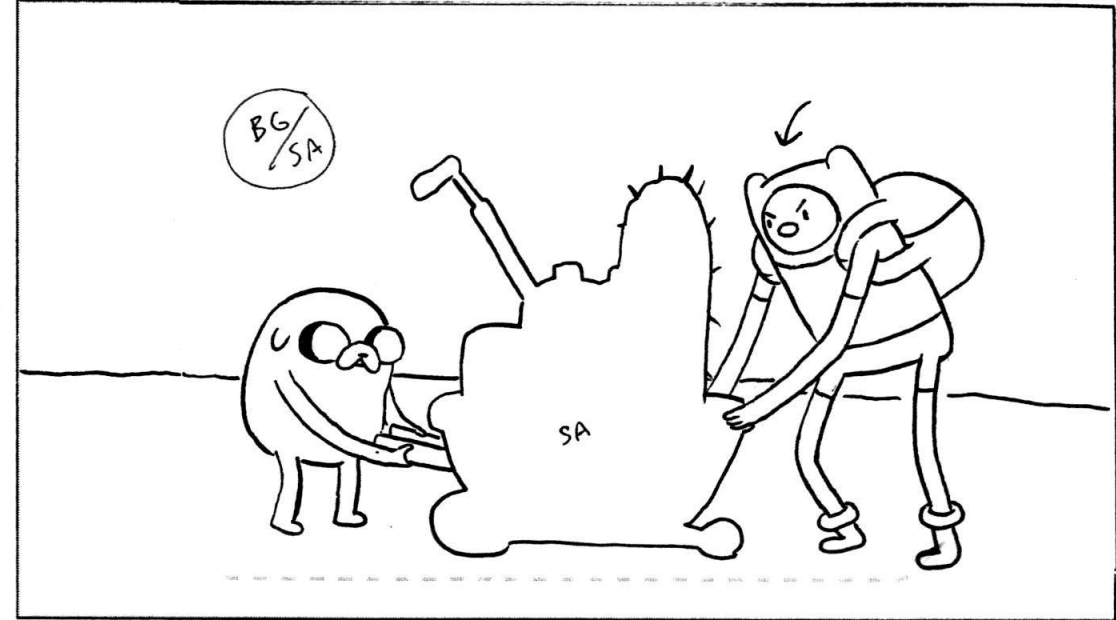


Sc. 125 *CONT*

Pnl. *C*

Bg.

day night



Dialog:

J: HOW MUCH DO YOU THINK I'D HAVE TO PAY
EM TO LICK THE DUST OFF OF ALL THIS
DUSTY STUFF

F: DUDE, I DO NOT APPROVE OF THE WAY YOU ARE
SPENDING MONEY RIGHT NOW.

Action:

- J. STOPS IN FRONT OF FINN

JAN 14 2014

Timing:

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Production :

1025/171

ADVENTURE TIME



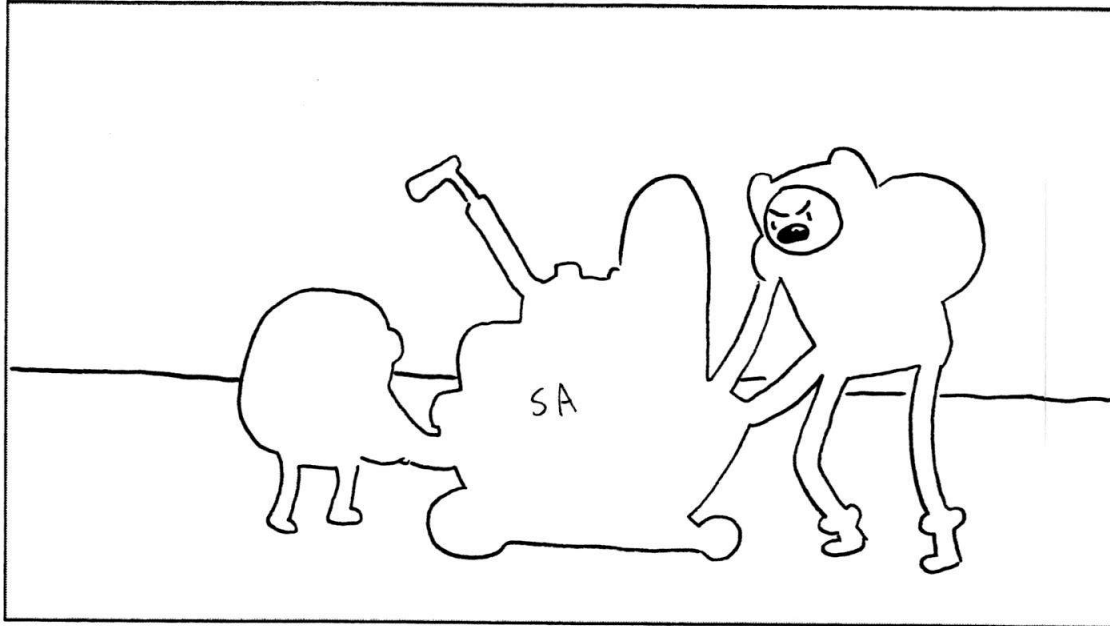
Page 146

Sc. 125 *CONT*

Pnl. D

Bg.

day night

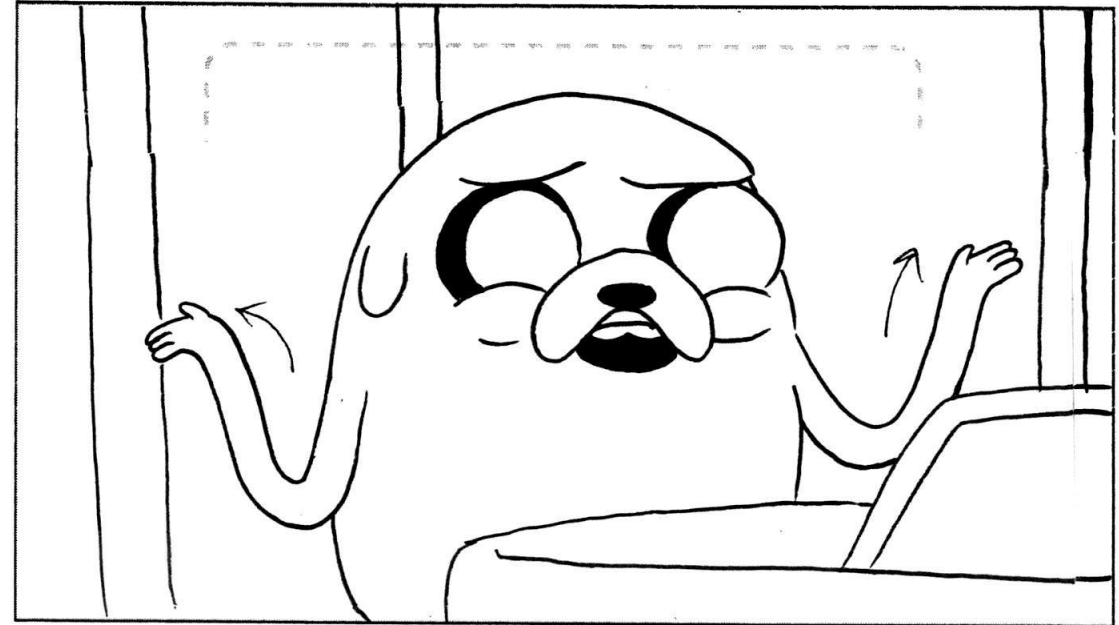


Sc. 126

Pnl. A

Bg.

day night



Dialog:

F: IT'S GOING TOO FAR.

J: DUDE, THEY'RE NOT DOING ANYTHING THEY DON'T WANT TO.

Action:

-J. SHRUGS.

Timing:

JAN 14 2014



1025-171

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1025/171

Production :

1025/171

ADVENTURE TIME



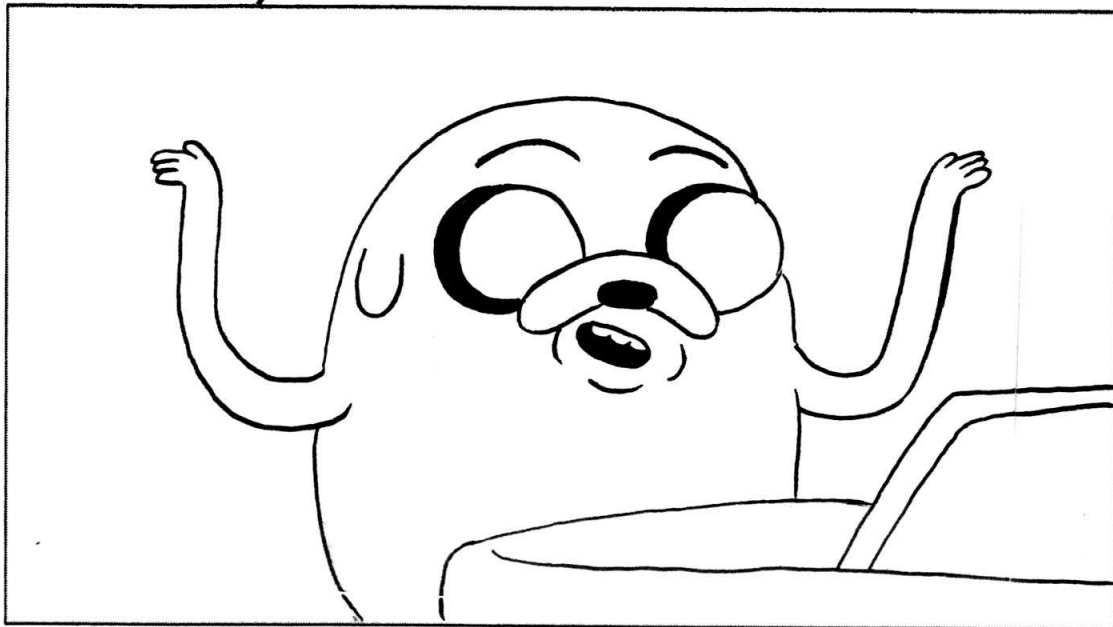
Page 147

Sc. 126 *CONT*

Pnl. B

Bg.

day night

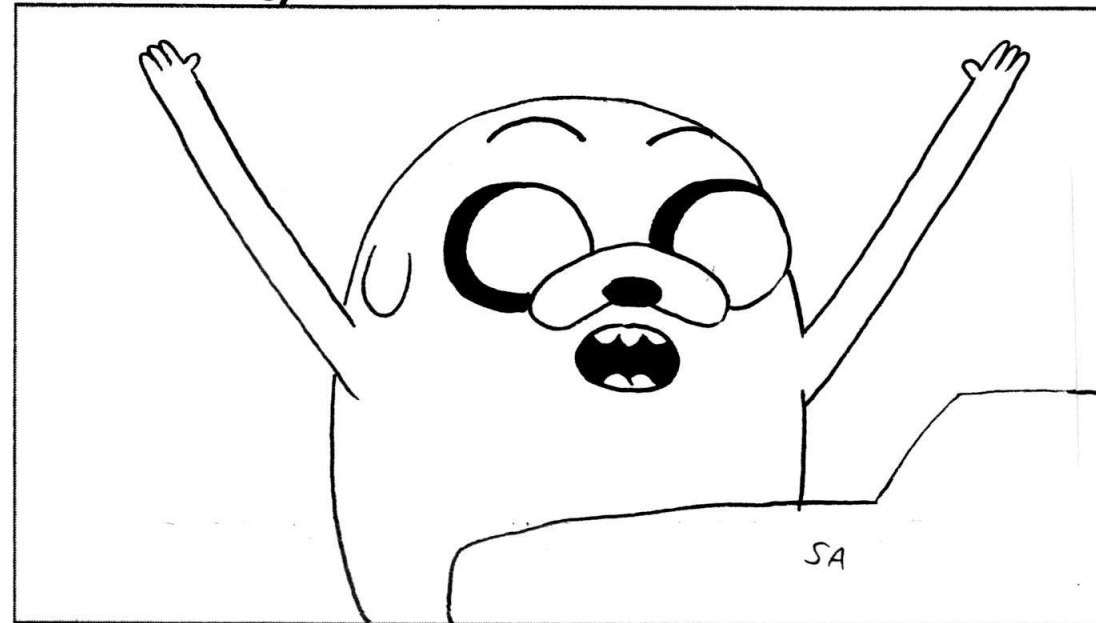


Sc. 126 *CONT*

Pnl. C

Bg.

day night



Dialog:

J: THEY WANT MY SWEET CHEDDAR,
AND I WANT TO SEE SOME STUFF IN EXCHANGE.

J: IT'S MUTUAL. FREE MARKET!

Action:

Timing:

k



Production :

EPISODE #

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1025/171

1025/171

1025/171

Cut

ADVENTURE TIME

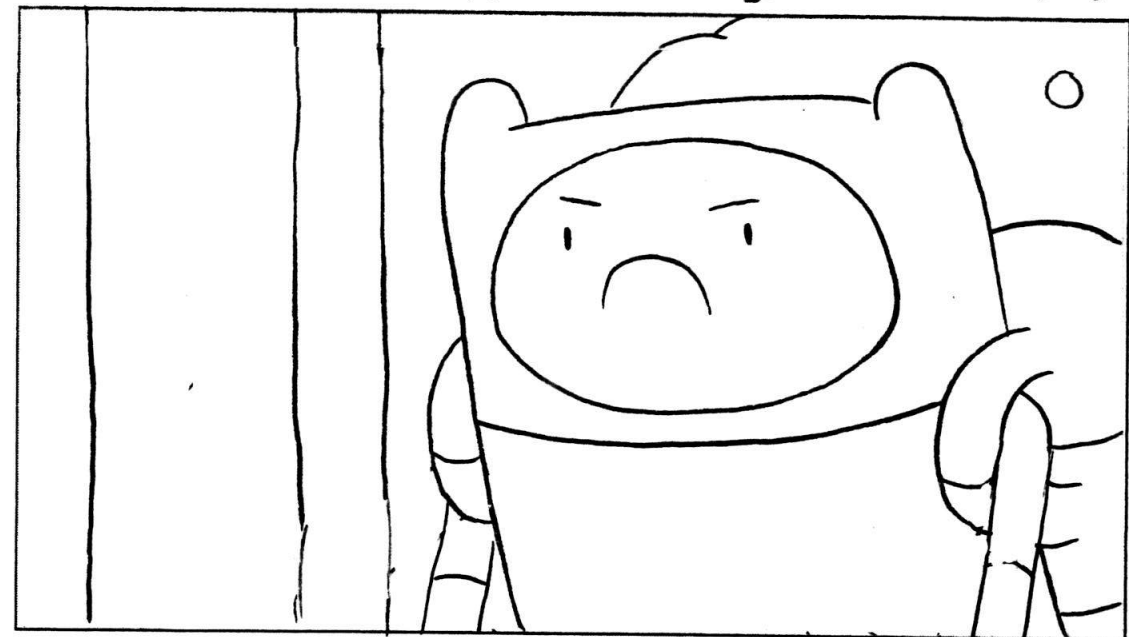


Sc. 127

Pnl. A

Bg.

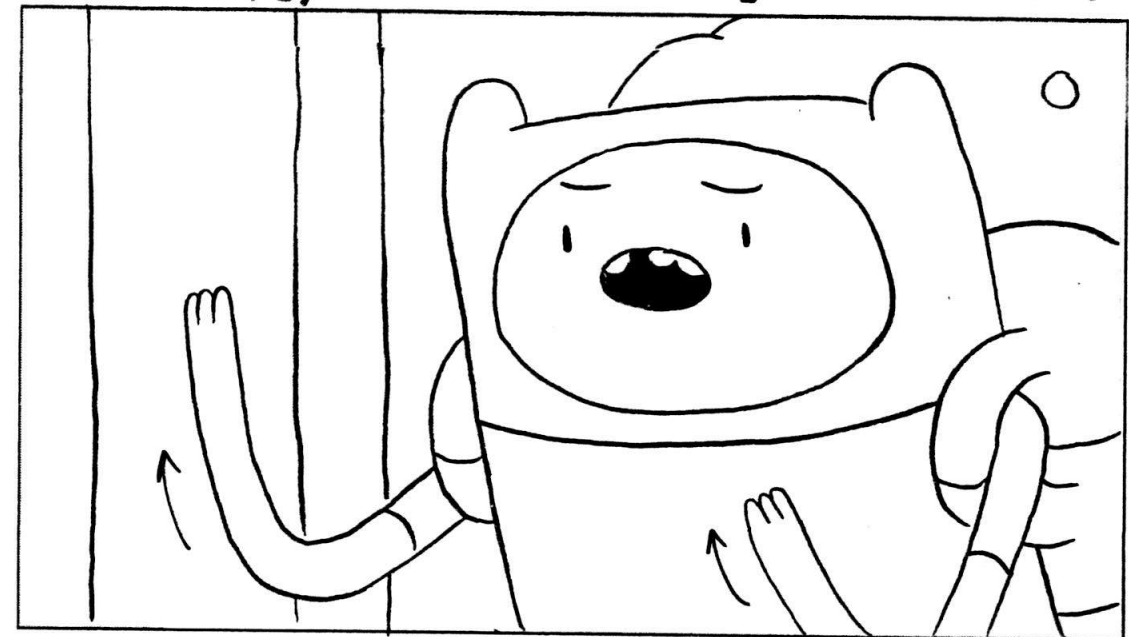
day night



Sc. 127 CONT

Pnl. B

Bg.



Page 148

148 NEXT

Cut

| | |
|-------------|--|
| Dialog: | |
| F: WHAT? | |
| Action: | |
| JAN 14 2014 | |
| Timing: | |

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Production :

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1025/171

1025/171

He
Cut

ADVENTURE TIME

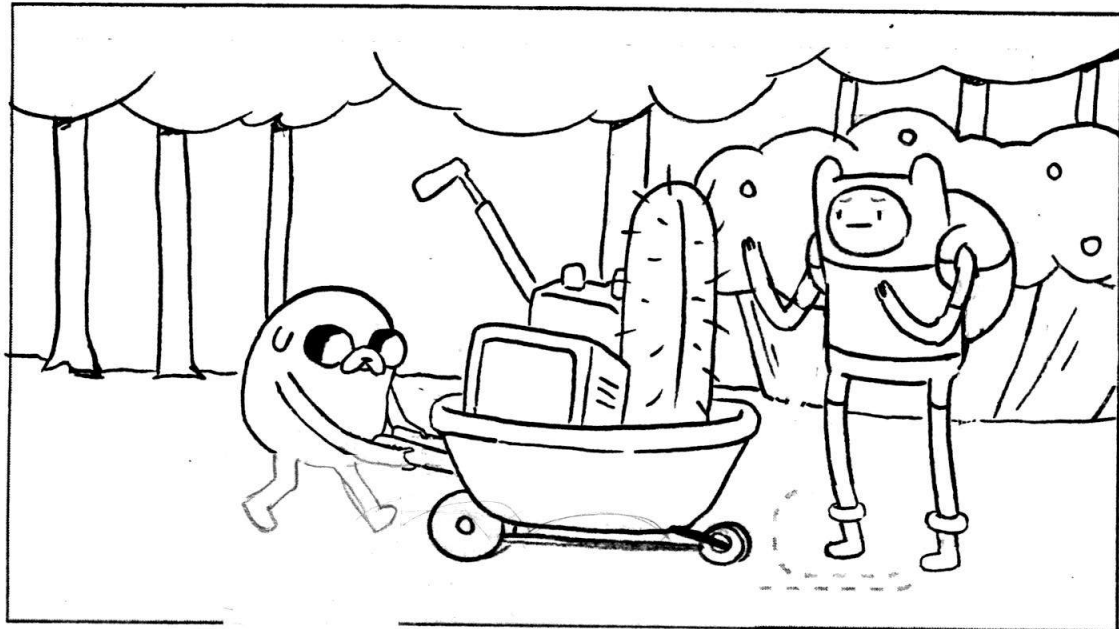


Sc. 128

Pnl. A

Bg.

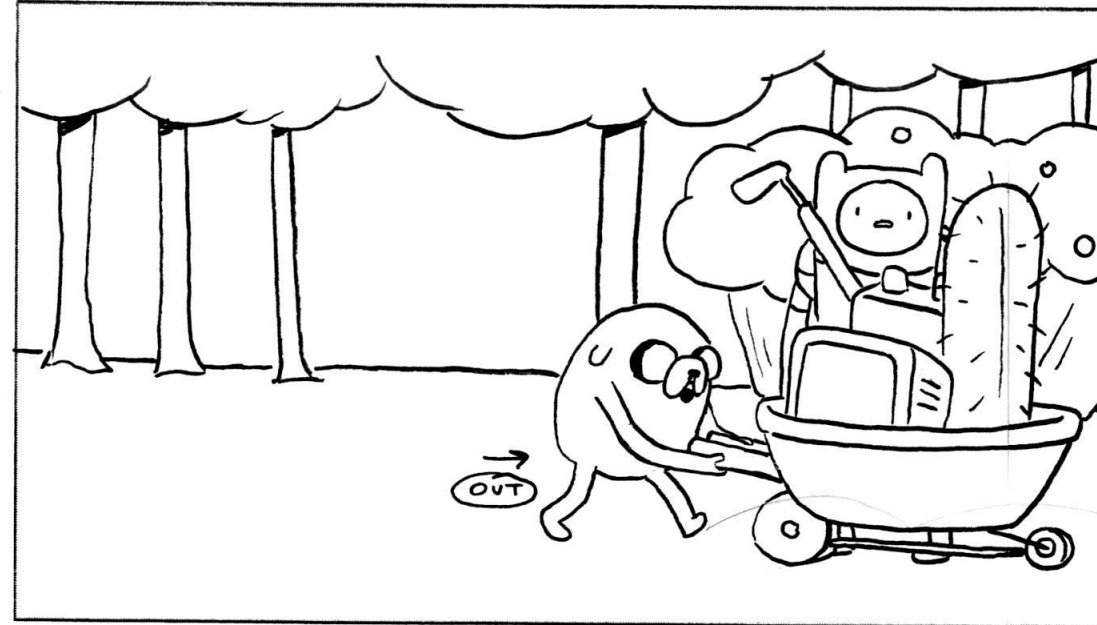
day night



Sc. 128 *cont*

Pnl. B

Bg.



Page 148 A
149 NEXT
day night

Dialog:

J: FREE MARKET.

Action:

- J. PUSHES WAGON OFF/S

JAN 14 2014

Timing:

Production :

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1025/171

1025/171

ADVENTURE TIME



He cut

Page 149

Sc. 128 *cont*

Pnl.

C

Bg.

day night

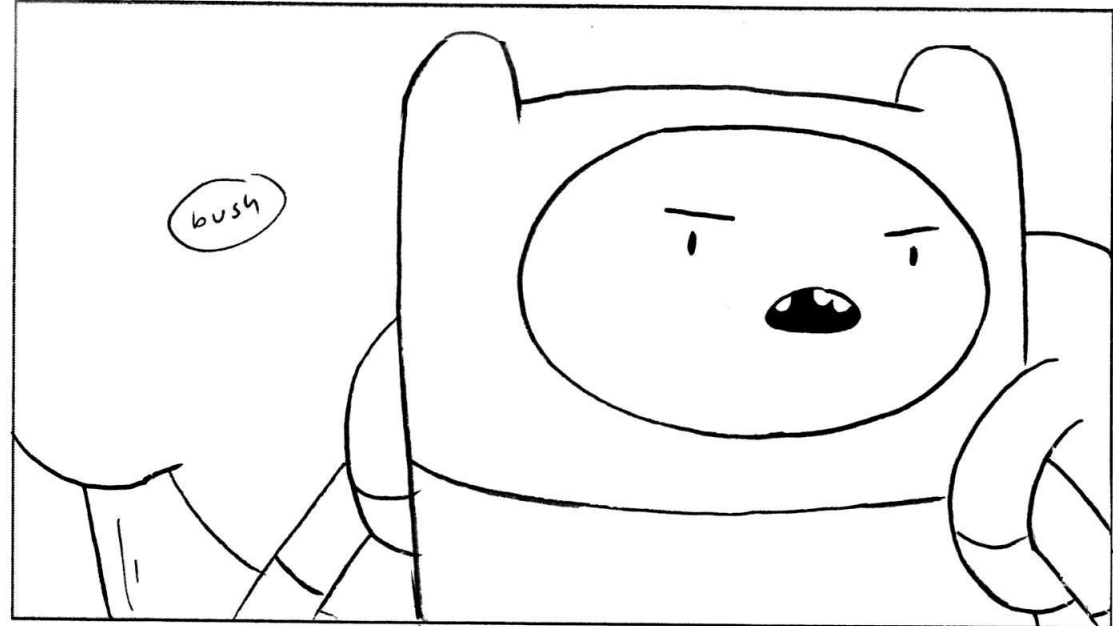
Sc. 129

Pnl.

A

Bg.

day night



Dialog:

F: DON'T WORRY BROTHER. I'LL HELP YOU
SEE THE ERROR OF YOUR WAYS.

Action:

Timing:

JAN 14 2014

EPISODE #

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1025/171

Production :

1025/171

cut
w/ wipe
@ post

ADVENTURE TIME

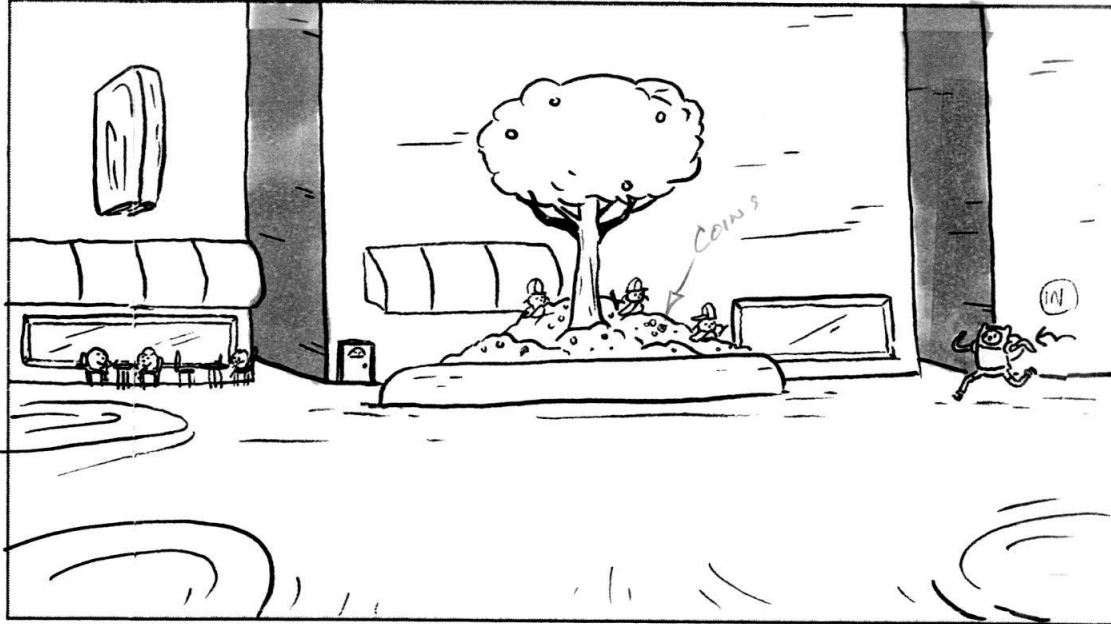


Sc. 130

Pnl. A

Bg.

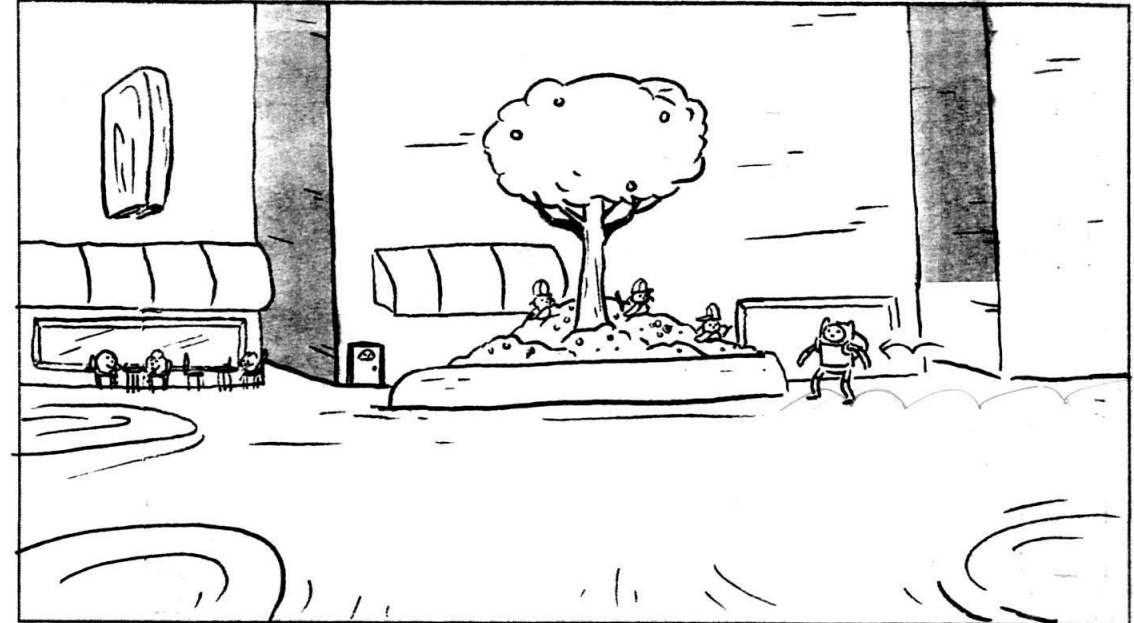
day night



Sc. 130 CONT

Pnl. B

Bg.



Page 150
150A NEXT
day night

Dialog: F: BERRY LADS!

F: BERRY LADS!

Action: -FINN RUNS ON/S.

- FINN STOPS IN FRONT OF FOUNTAIN.

Timing:

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Production :

1025/171

1025/171

Cut
w/ wipe
2 post

cut

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1025/171

HW
Cut

ADVENTURE TIME

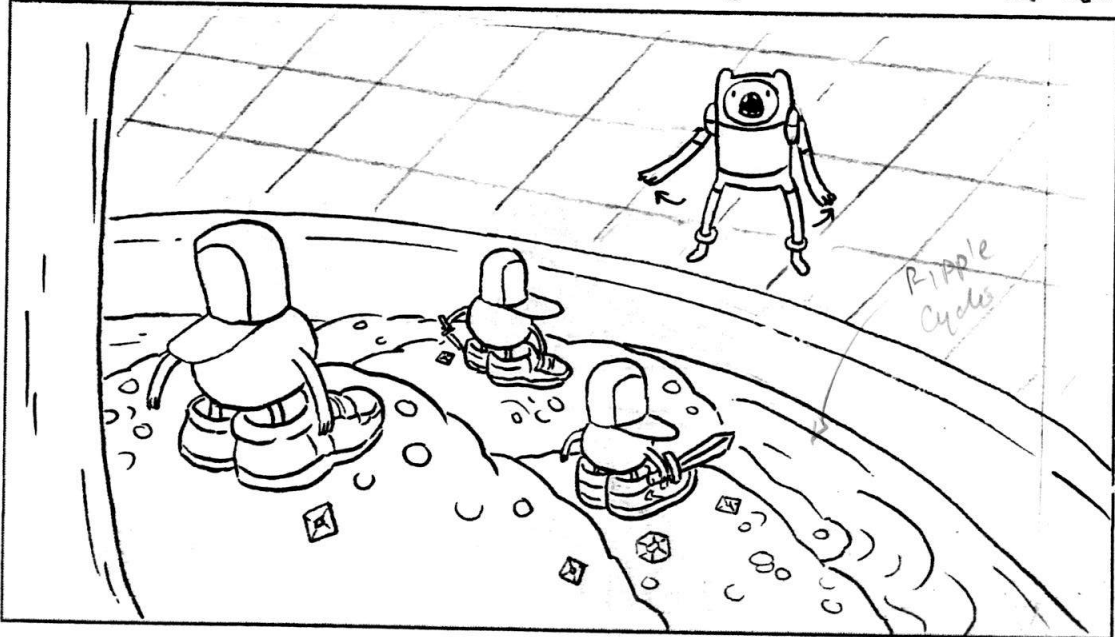


Sc. 131

Pnl. A

Bg.

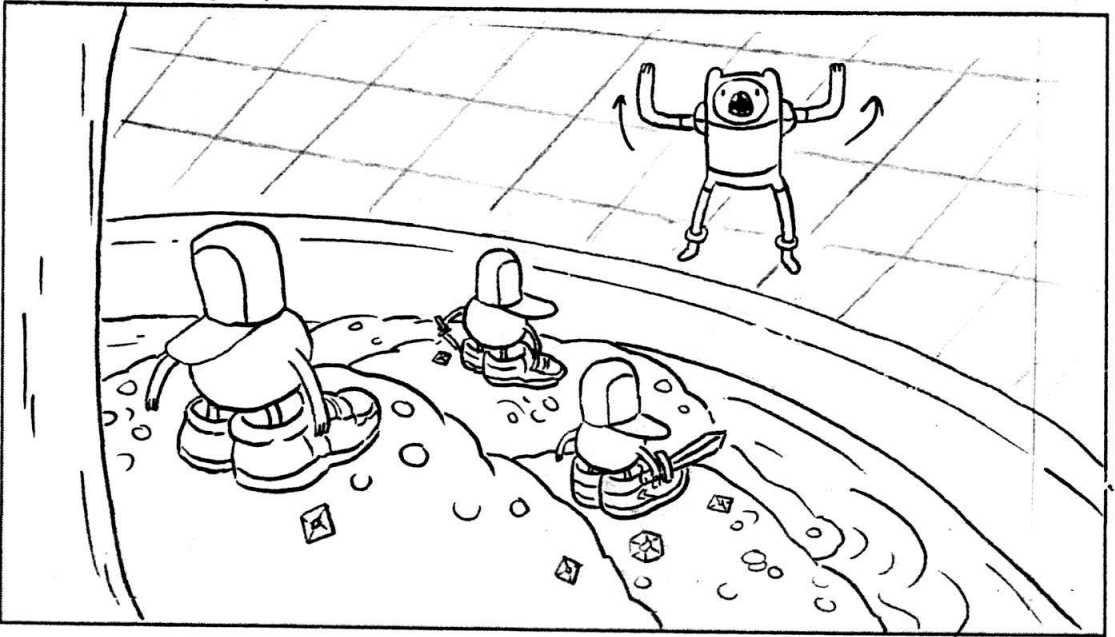
day night



Sc. 131 *CONT*

Pnl. B

Bg.



Page 150 A
15/16
day night

HW
Cut

| | | |
|---------|--|--------------------------|
| Dialog: | <u>F</u> : I NEED TO SPEND ALL THIS BLINGO — | <u>F</u> : <u>FAST</u> ! |
| Action: | | |
| Timing: | JAN 14 2014 | |

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1025/171

Production :

1025/171

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He
Curt

ADVENTURE TIME



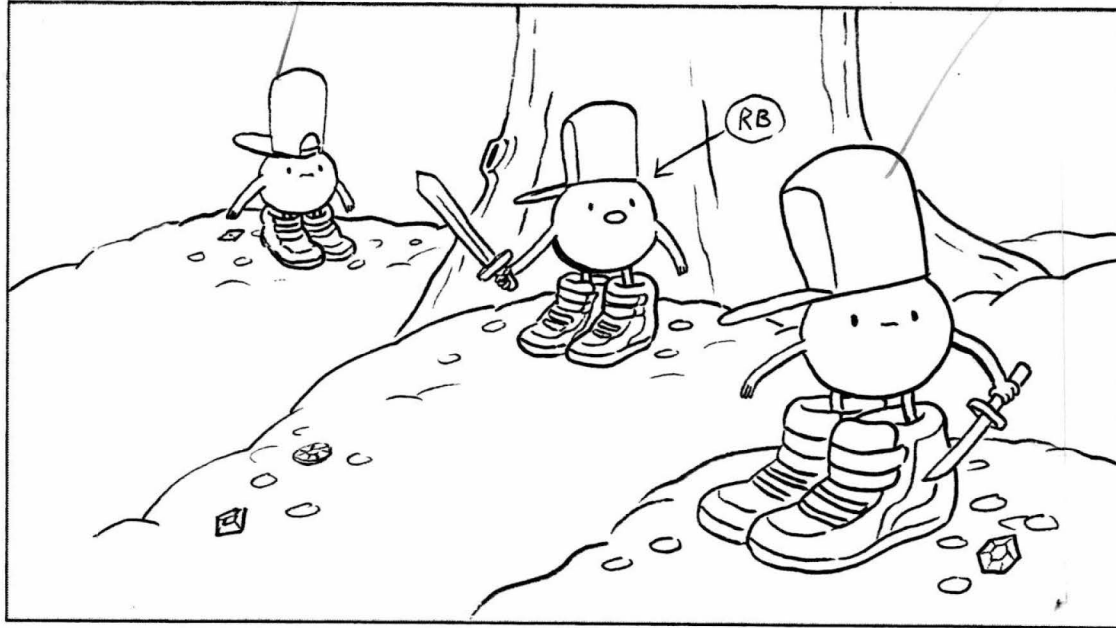
Curt

Sc. 132

Pnl. A

Bg.

2 day night



Sc. 133

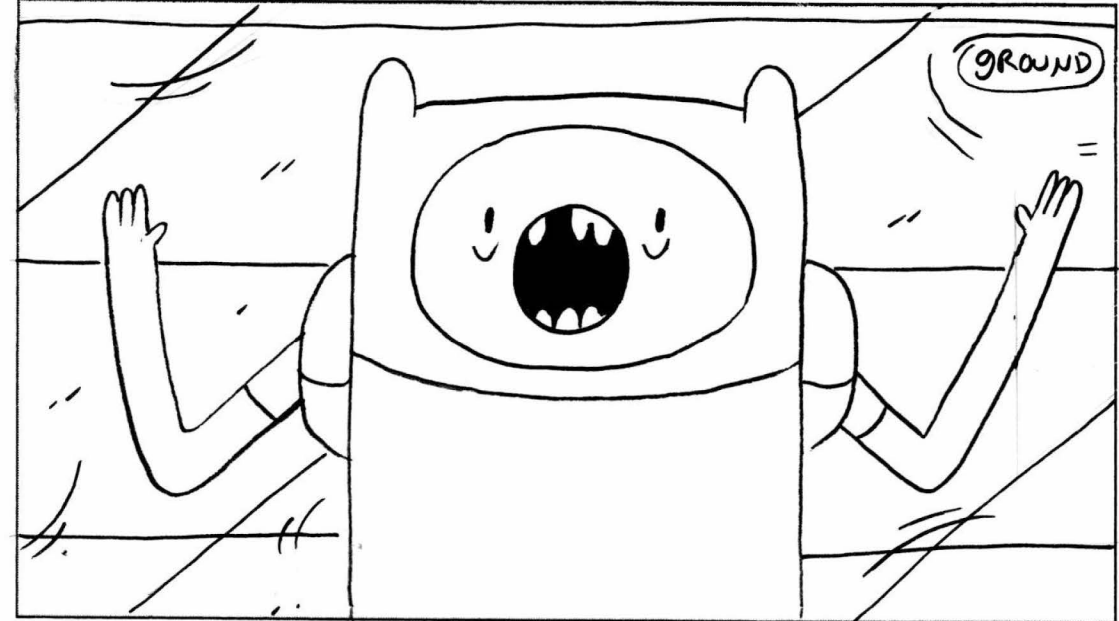
Pnl. A

Bg.

Page 151

151A NEW

day night



Dialog:

REGGIE BERRY: OK

F: TAKE ME TO THE SEEDIEST ALLEY IN
THE KINGDOM!

Action:

Timing:

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1025/171

Production :

1025/171

1025/171

Cut

ADVENTURE TIME



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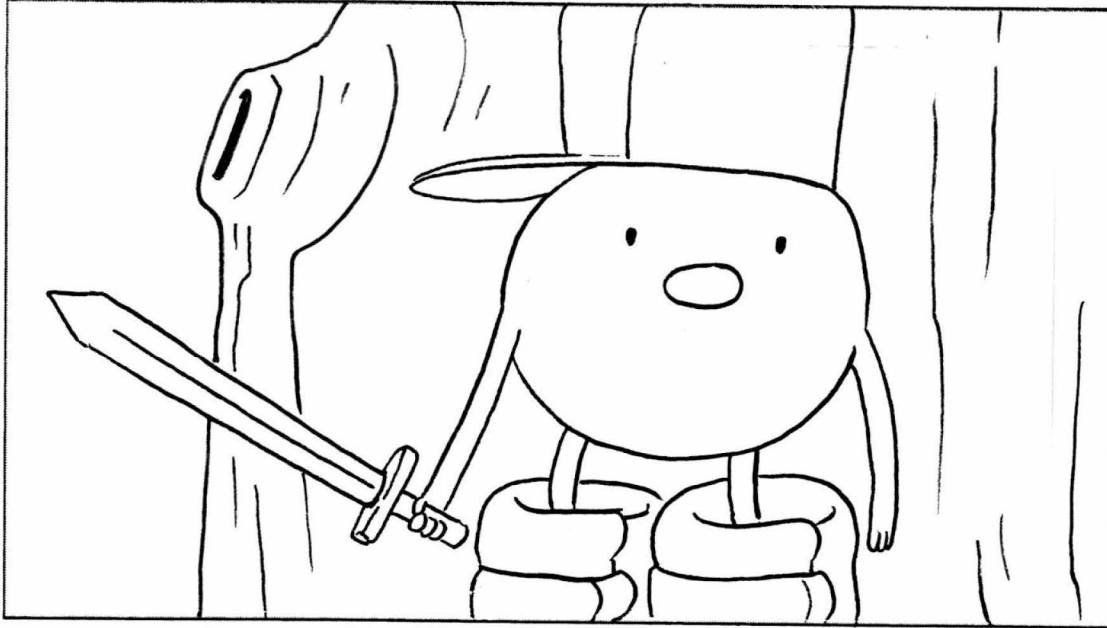
152 NEXT

Sc. 134

Pnl. A

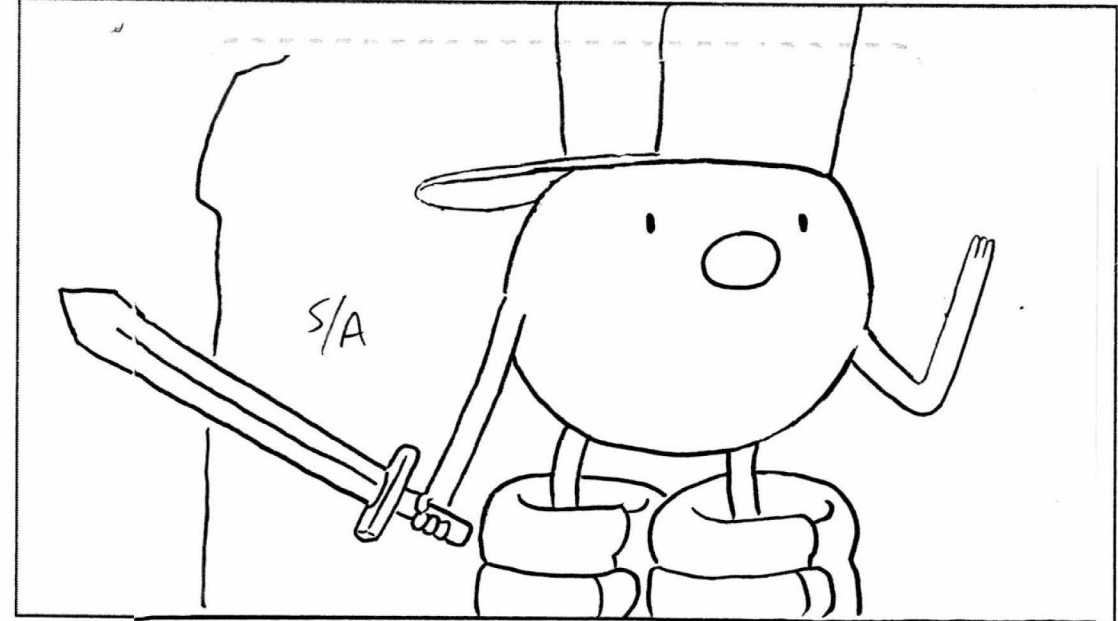
Bg.

day night



Sc. 134 CONT Pnl. B

Bg.



Dialog:

REGGIE BERRY : THAT'S... CRUDBERRY BACK ALLEY

REGGIE BERRY : IN CRUD TOWN.

Action:

Timing:

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1025/171

Production :

1025/171

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Cut

OUT

Sc. 135 Pnl. A Bg. day night

Page 152
162A NEXT
day night

Dialog:

SFX: *WAGON ROLLING *

Action:

Timing:

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1025/171

Production :

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ADVENTURE TIME

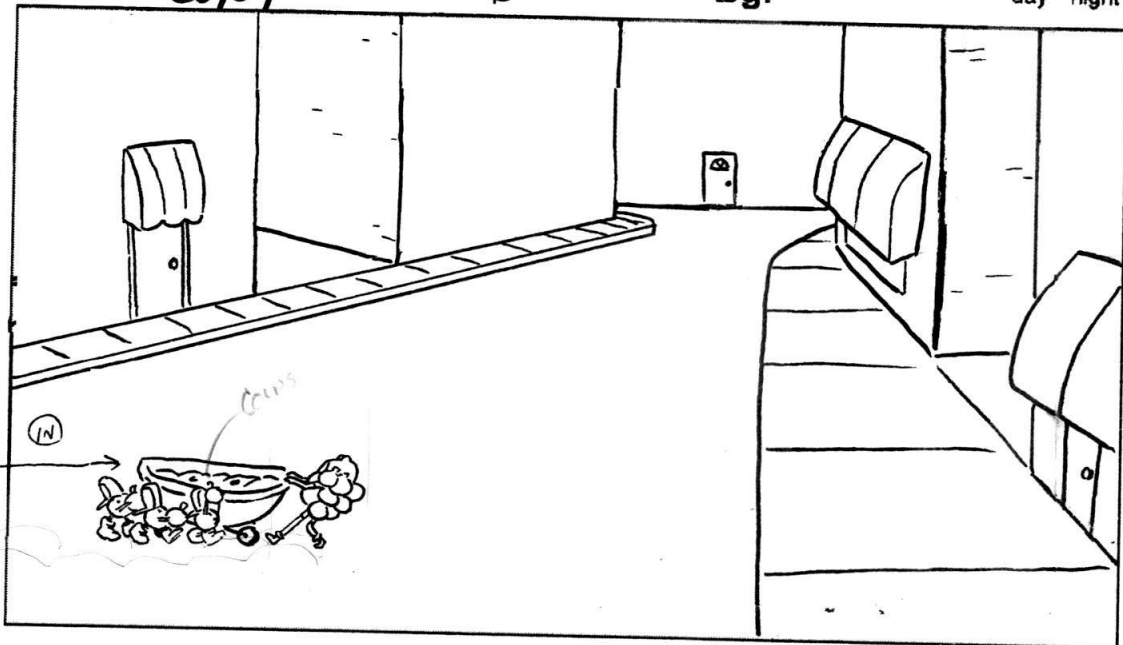


Sc. 135 *CONT*

Pnl. β

Bg.

day night



Sc. 136

Pnl. A

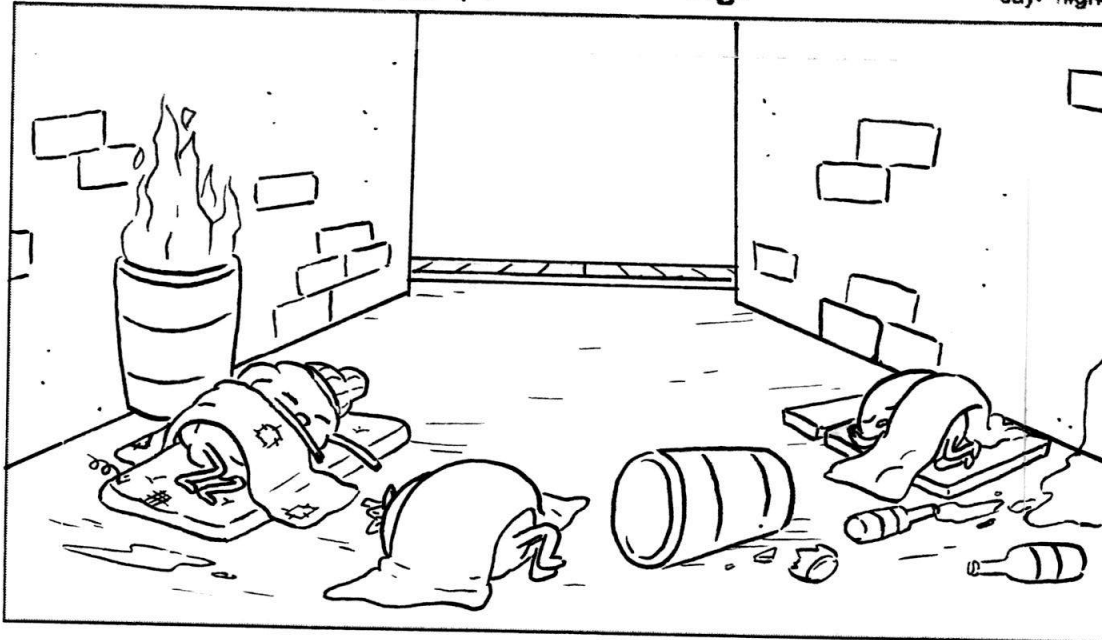
Bg.

Page

152A

day night

153 NEXT



Dialog:

Action:

-FINN + BERRY KIDS WHEEL WAGON ON/S.

Timing:

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Production :

1025/171

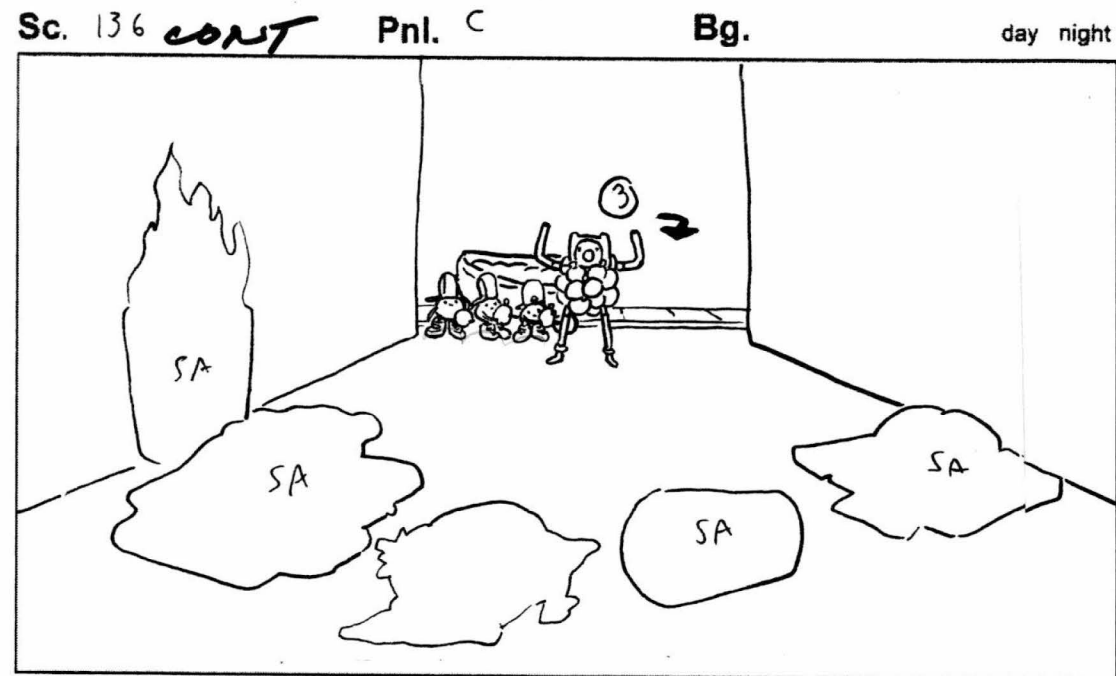
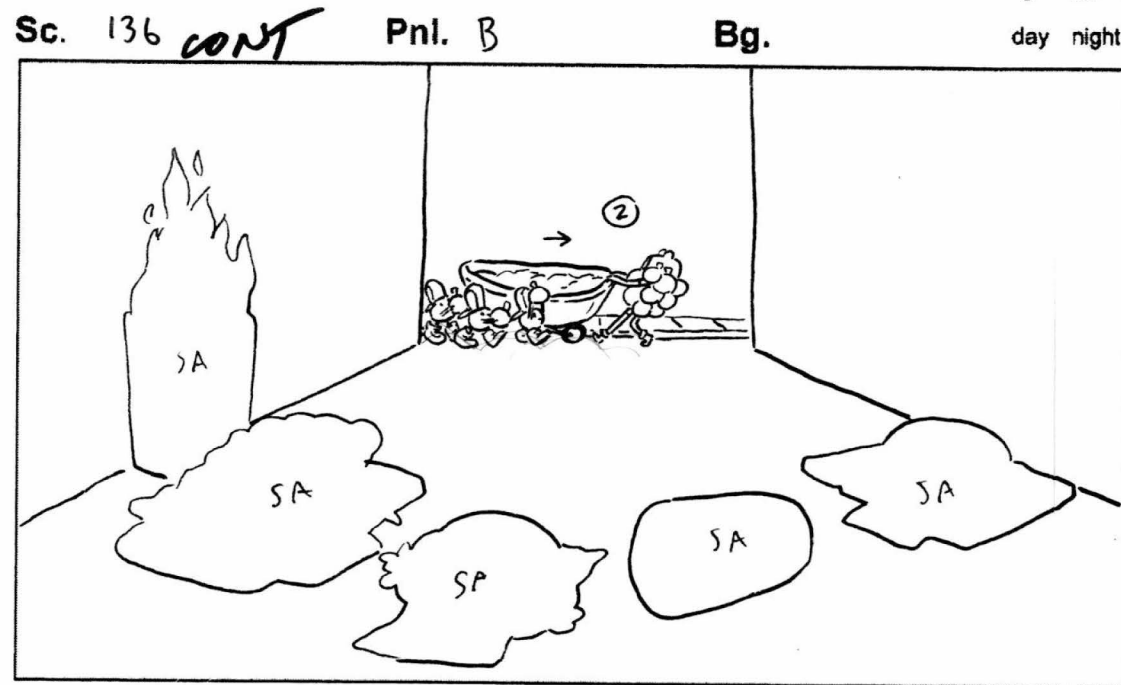
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ADVENTURE TIME



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| | | |
|---------|--|--|
| Dialog: | | <p><u>F</u>: FRIENDLY CRUDBERRIES!</p> |
| Action: | | |
| Timing: | | |

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Production :

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1025/171

1025/171

1025/171

He
cut

1025/171
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Ku
Cut

ADVENTURE TIME



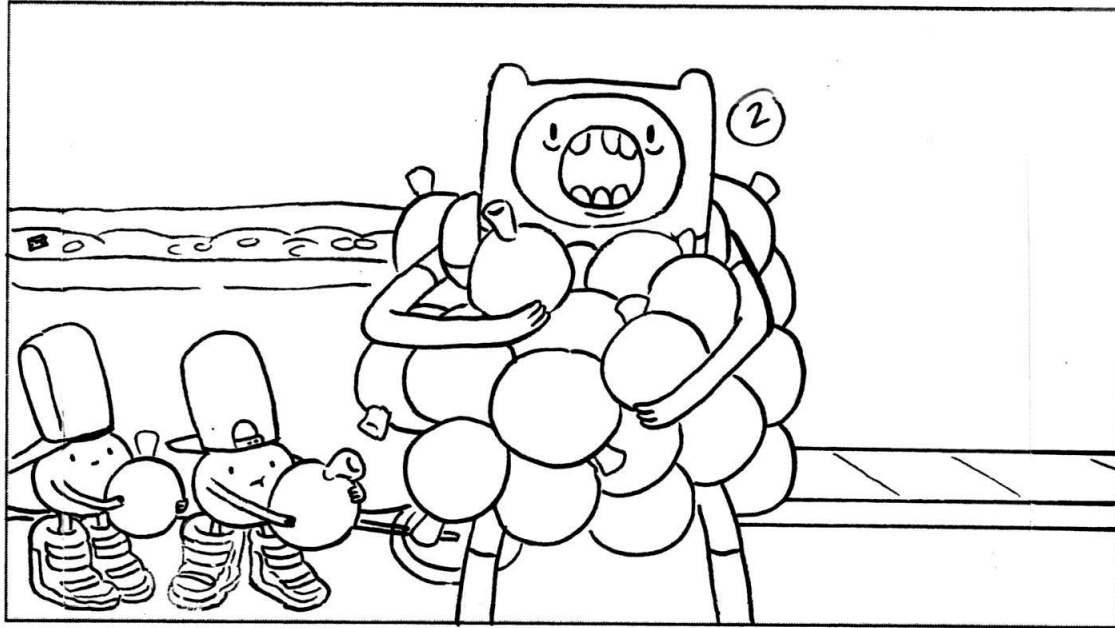
Page 154

Sc. 137

Pnl. A

Bg.

day night

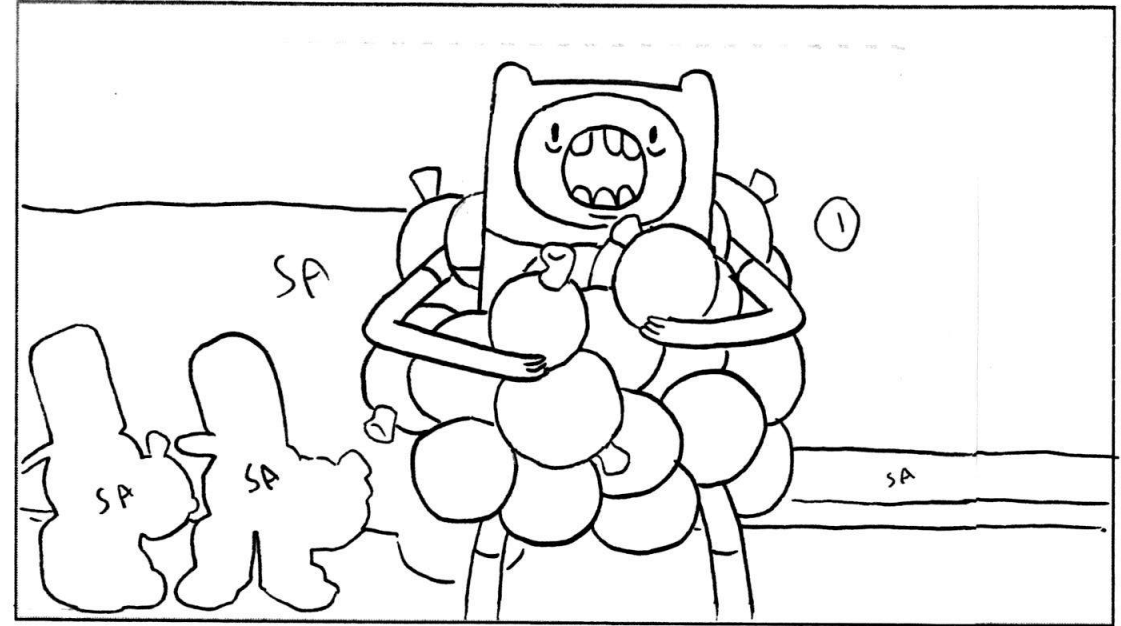


Sc. 137 *CONT*

Pnl. B

Bg.

day night



Cut

1025-171

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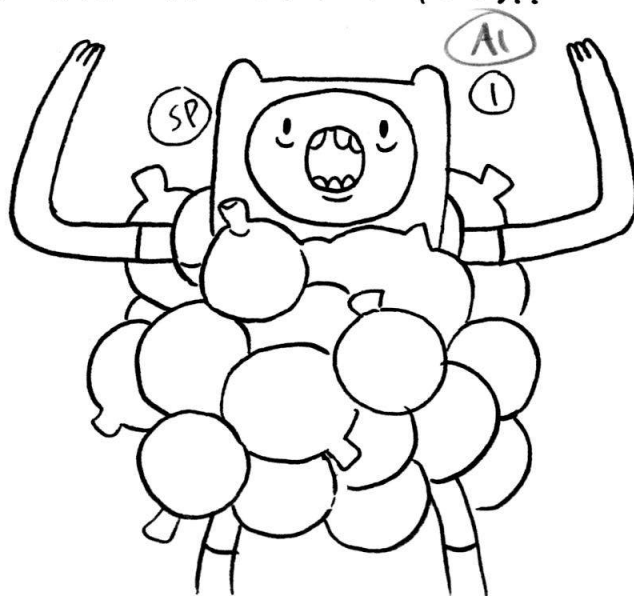
1025/171

Dialog: F: I HAVE MONEY FOR YOU!!!

F: COME GET IT!

Actic

Timii

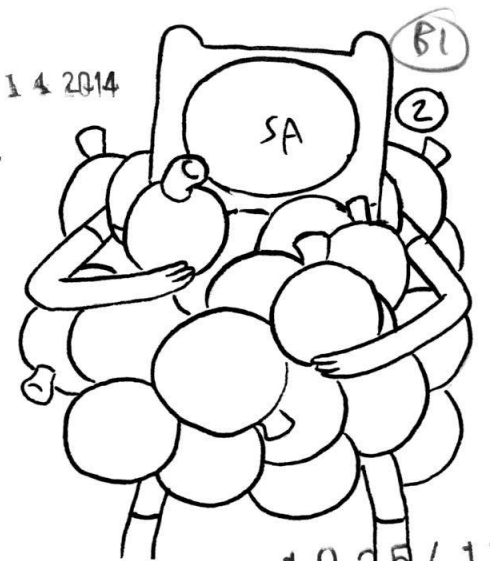


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- SFX - MONEY

- CYCLE ①, ②, ①, ② etc.

① ② ① ②



1025/171

ADVENTURE TIME



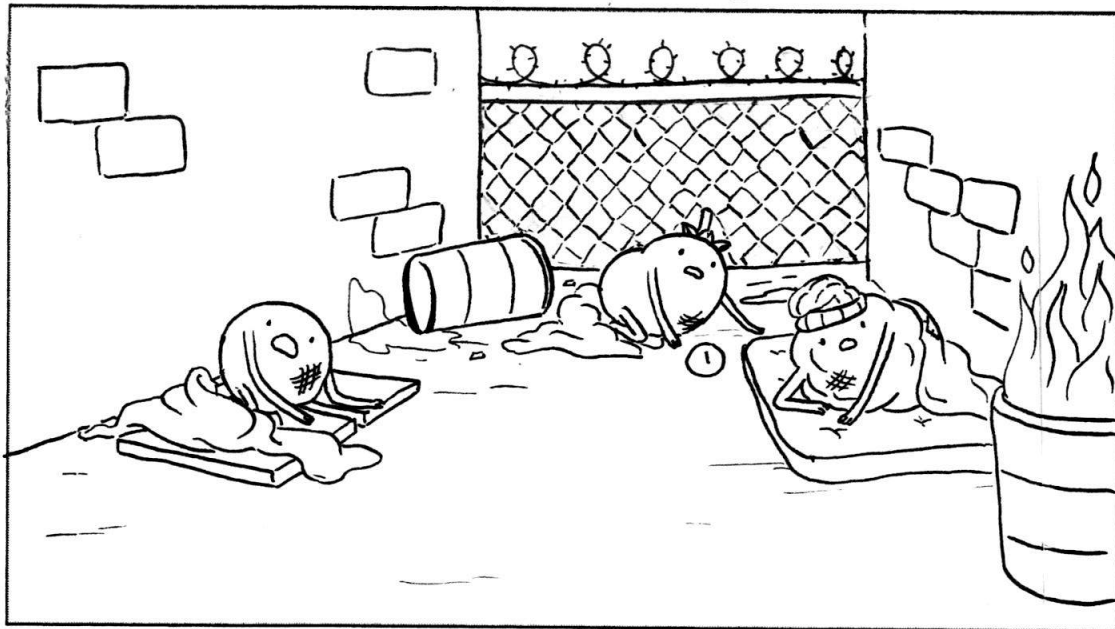
Page 155
155A NEXT
day night

Sc. 138

Pnl. A

Bg.

day night

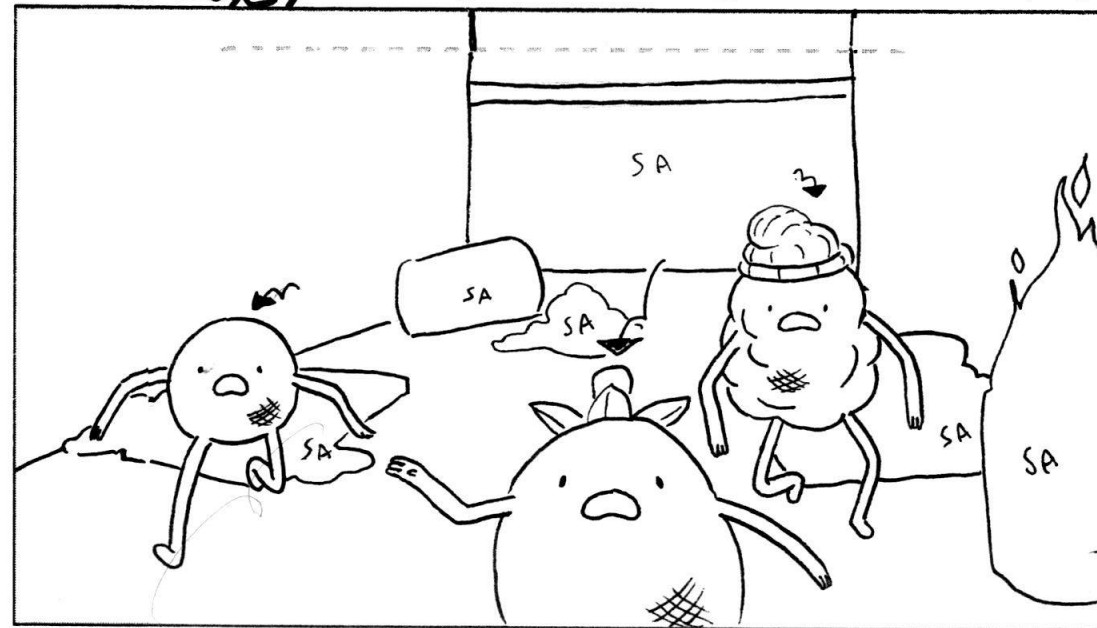


Sc. 138

CONST

Pnl. B

Bg.



Dialog:

Burns: Money, money money

Action:

- they get up...



- THEY MARCH OVER...
- ONE TRIES TO REACH...

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Cut

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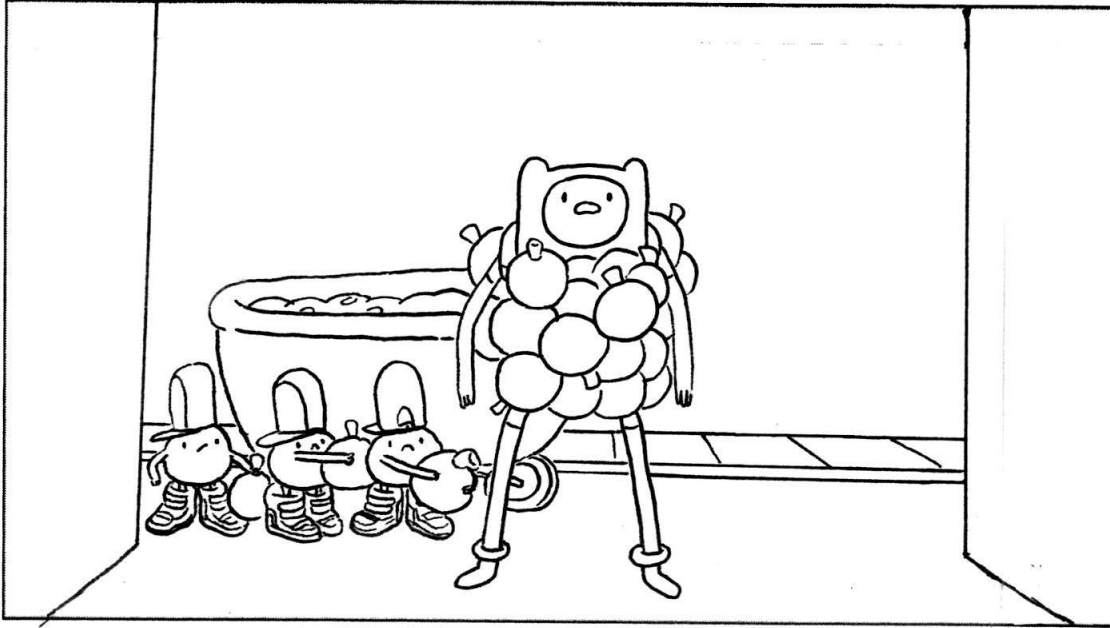
Page 155A
156 NEXT
day night

Sc. 138A

Pnl. A

Bg.

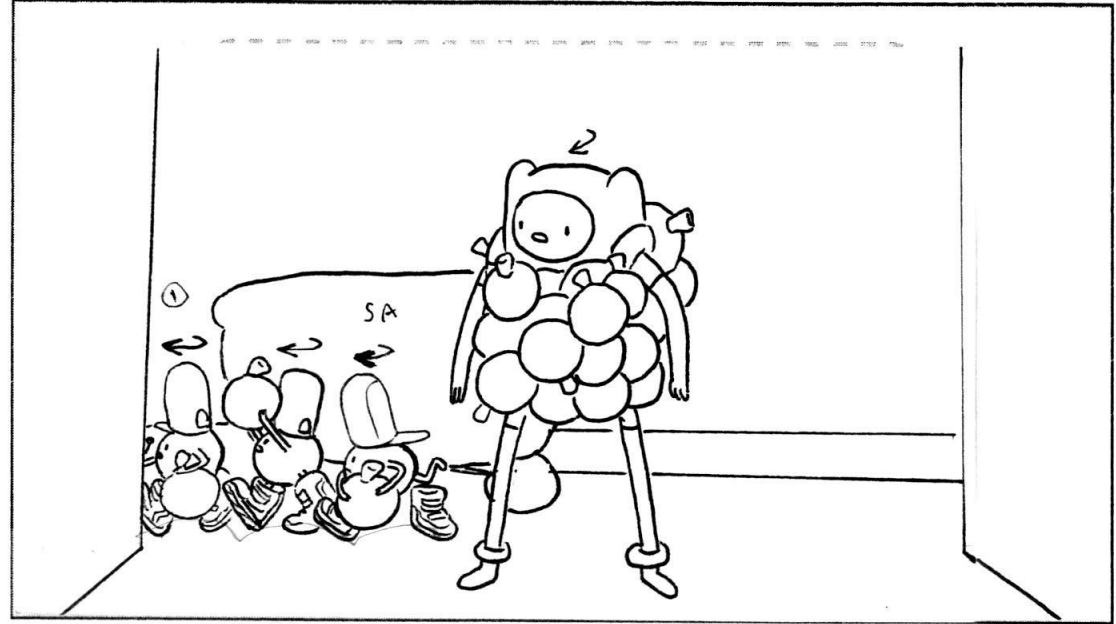
day night



Sc. 138A *CONT*

Pnl. B

Bg.



Ho
Cut

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Production :

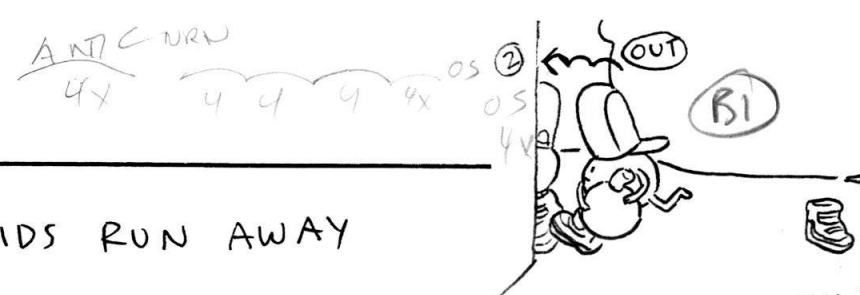
Dialog:

Burns: (os) Money walla cont.

Action:

208

- KIDS RUN AWAY



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Timing:

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Ho Cut

ADVENTURE TIME



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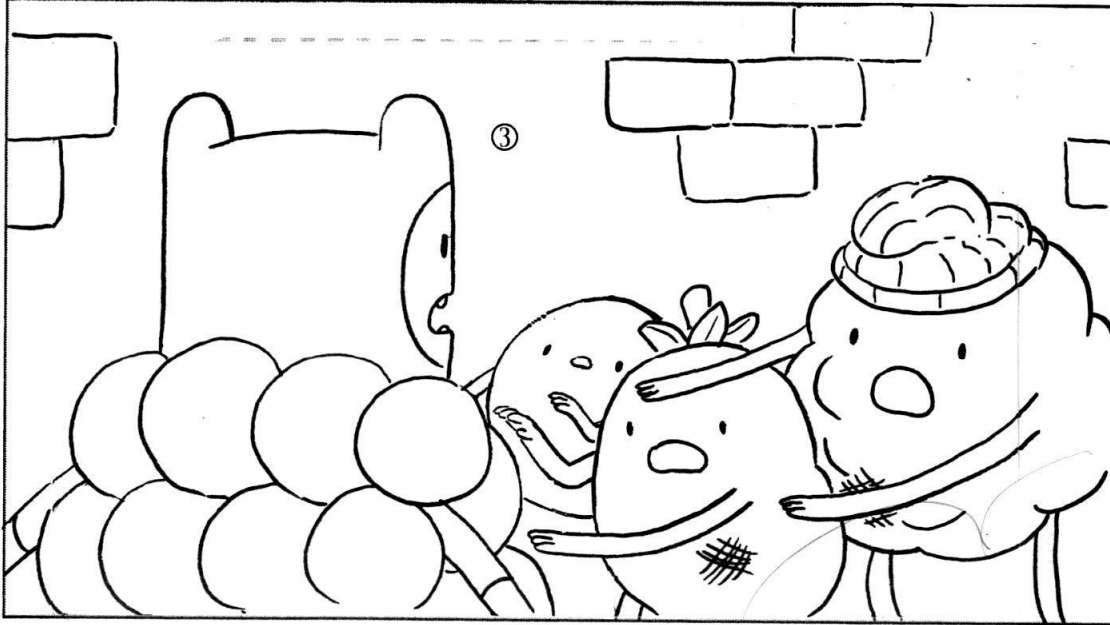
Ho Cut

Sc. 139

Pnl. A

Bg.

day night

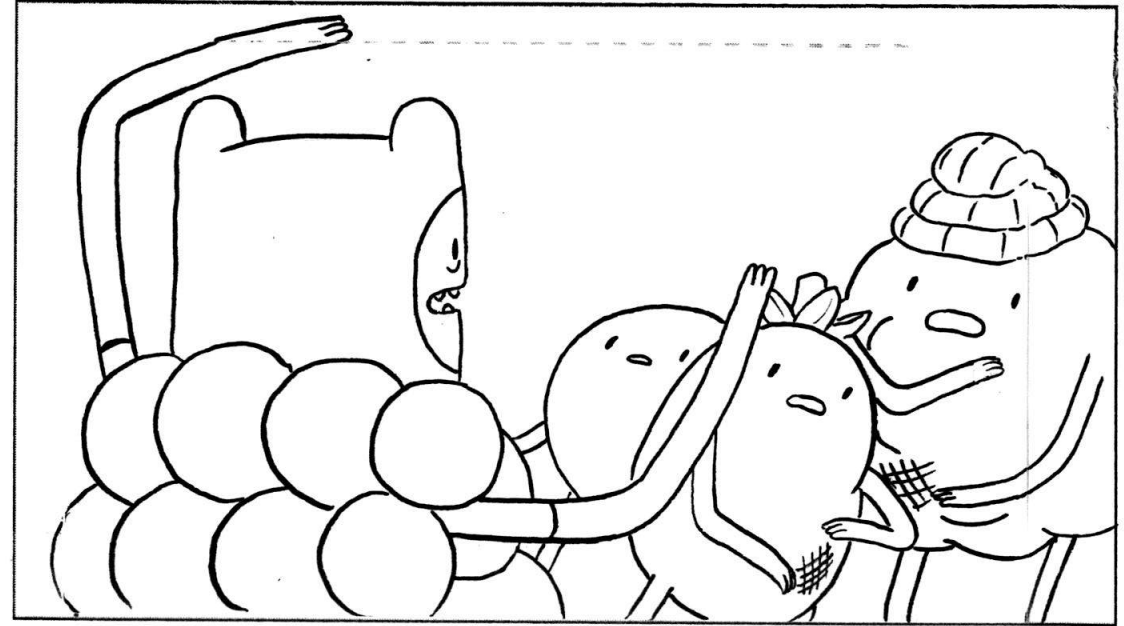


Sc. 139 *cont*

Pnl. B

Bg.

day night



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Dialog:

BUMS: MONEY...

0.5
4x RUN IN
4x 6x 6x

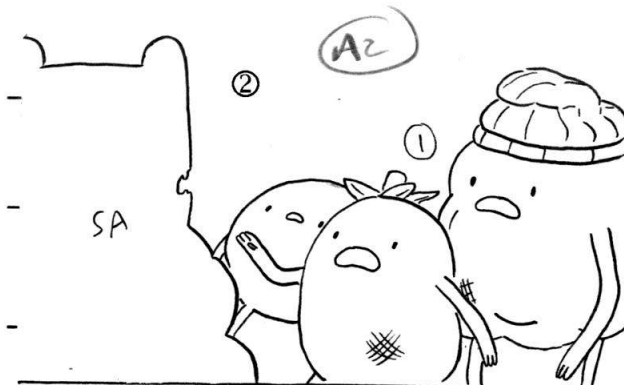
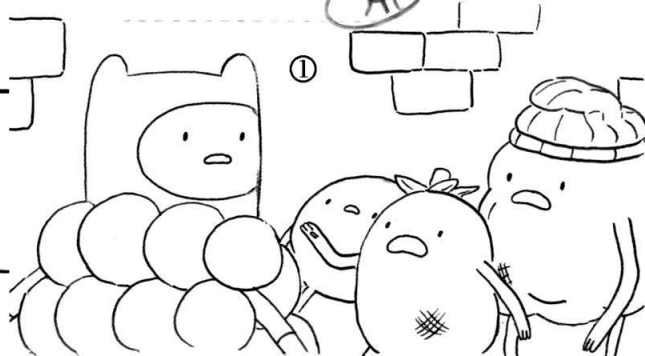
F: EASY FELLAS, LET'S PASS THESE OUT
ONE AT A TIME

Action:

- THEY REACH

A1

Timing:



JAN 14 2014

Production :

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ADVENTURE TIME

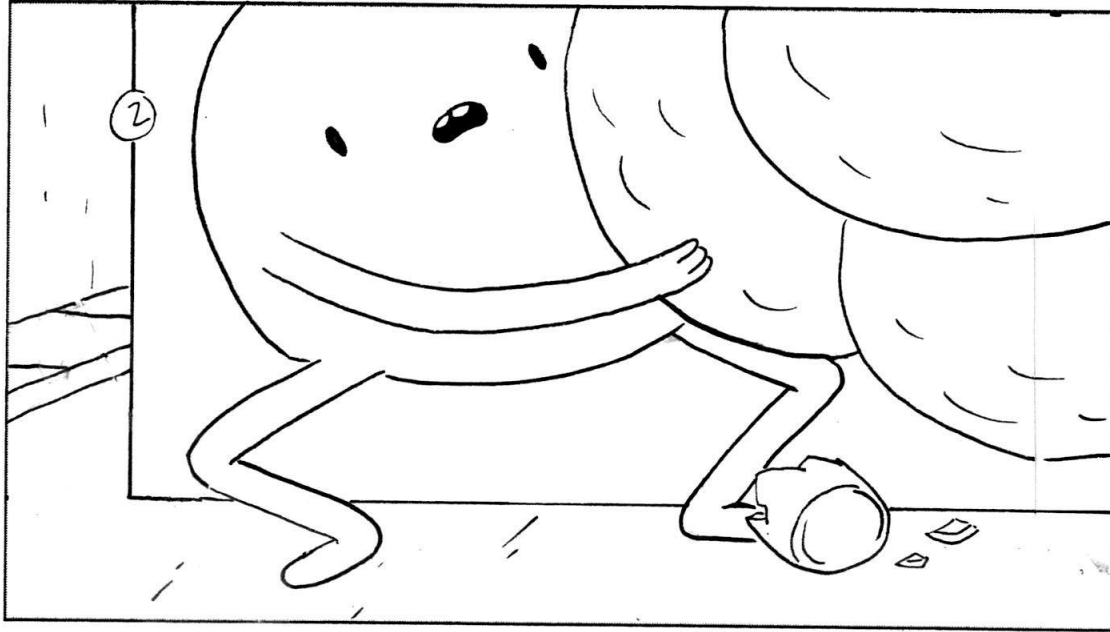
Page 157

Sc. 140

Pnl. A

Bg.

day night

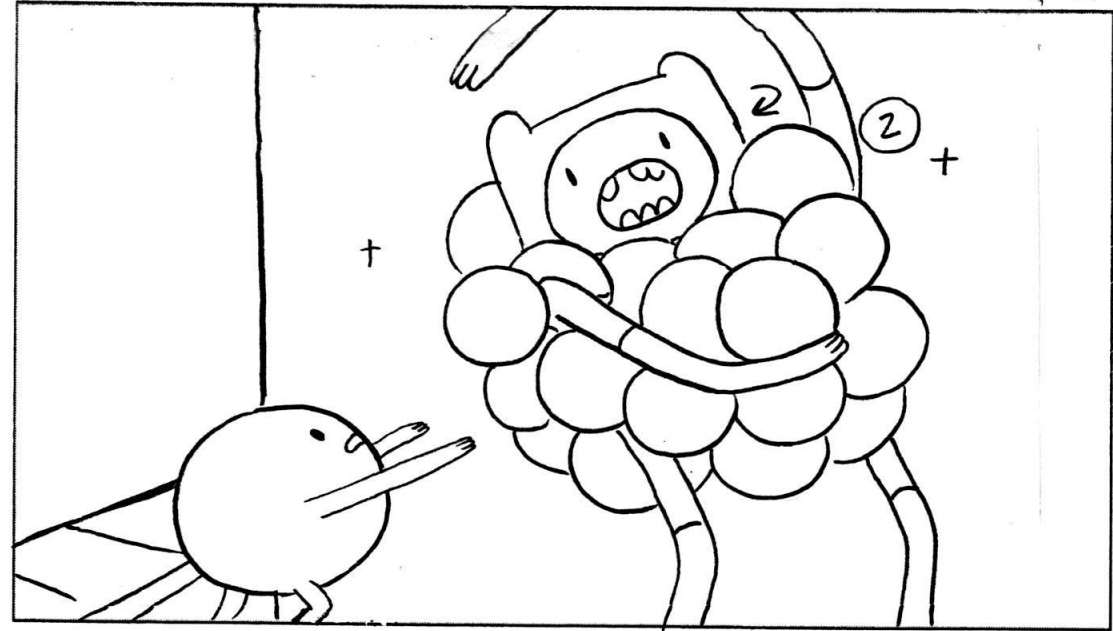


Sc. 141

Pnl. A

Bg.

day night



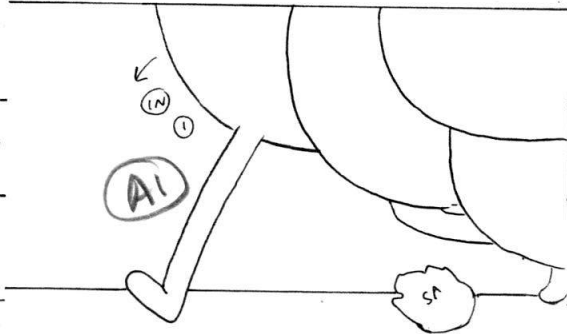
Dialog:

Action:

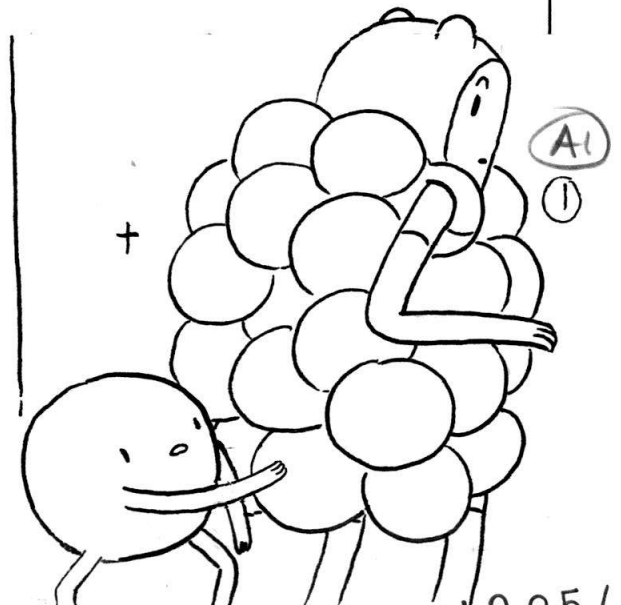
Timing:

Circle (A) (A3)
Shake Bag

F: TAKE IT
EASY BREH!



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ADVENTURE TIME



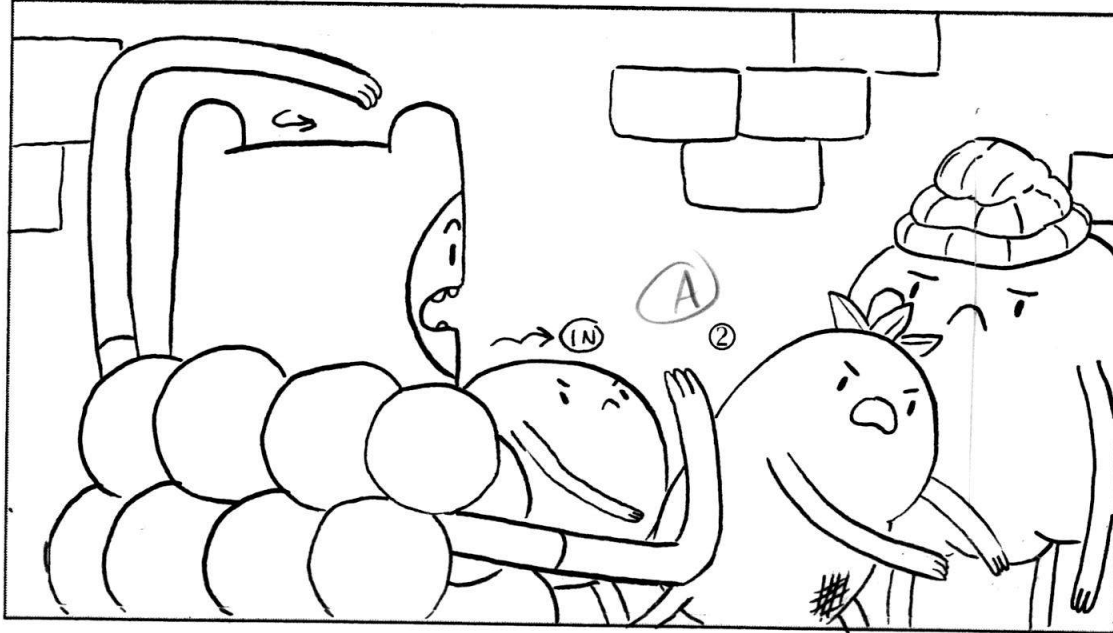
Page 158

Sc. 142

Pnl. A

Bg.

day night

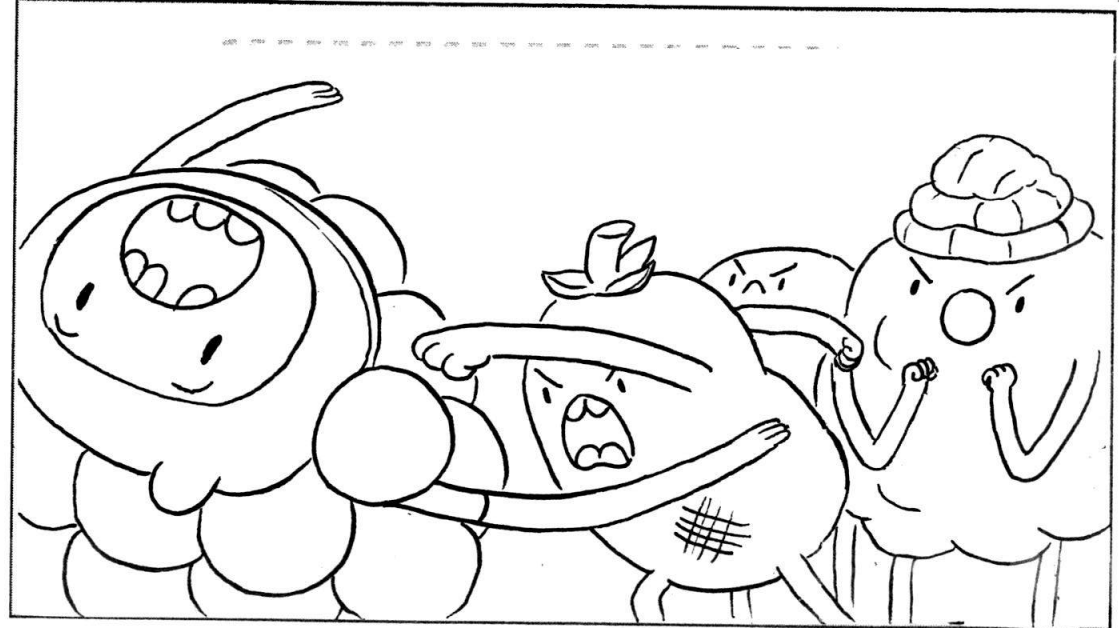


Sc. 142 *cont*

Pnl. B

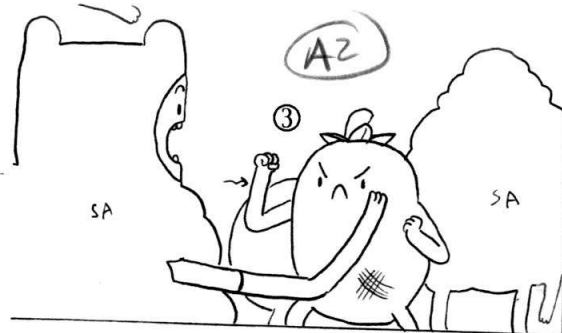
Bg.

day night



Dialog: BUM BERRY: GIVE US THAT

BB: MONEVI



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- ANIMATE THROUGH
POSE 3

Production :

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1025/171

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Ho Cut

Ho Cut

ADVENTURE TIME



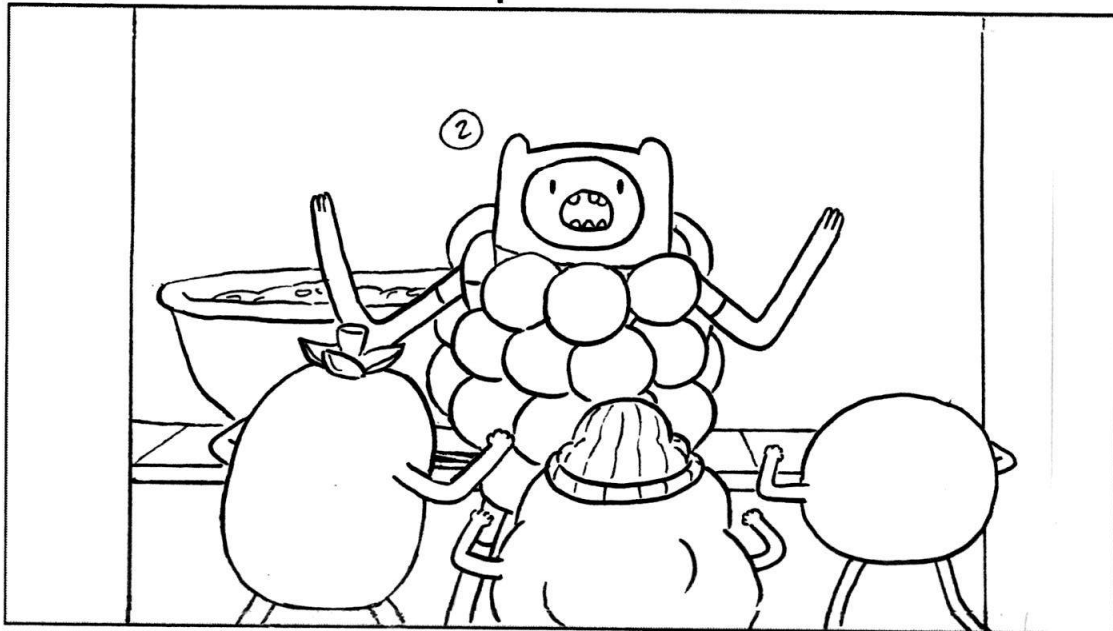
Page 159

Sc. 143

Pnl. A

Bg.

day night

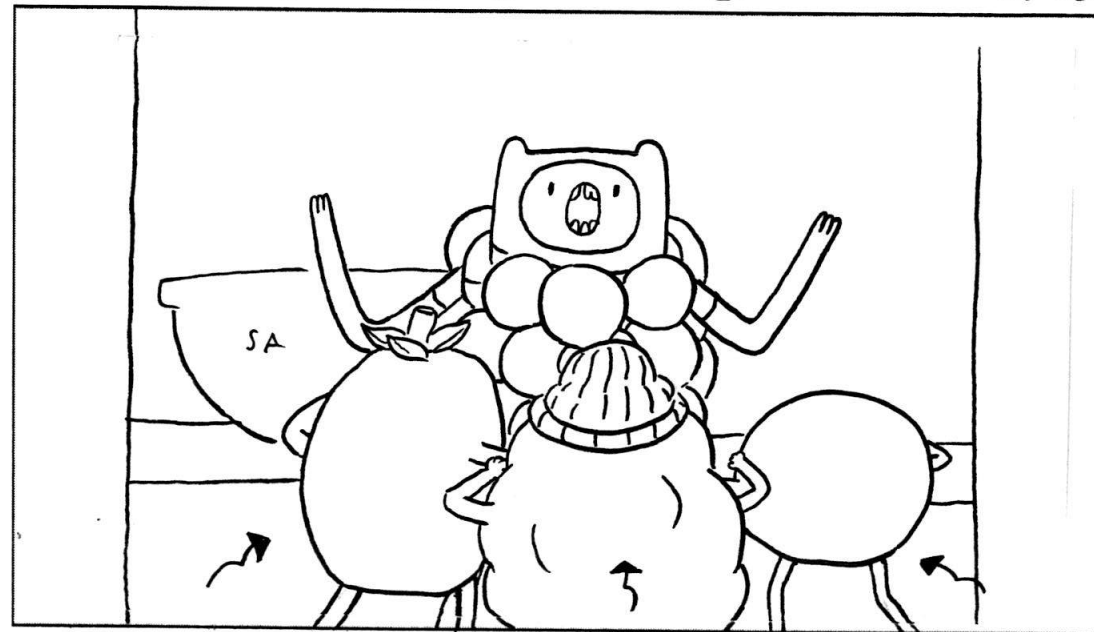


Sc. 143 *cont*

Pnl. B

Bg.

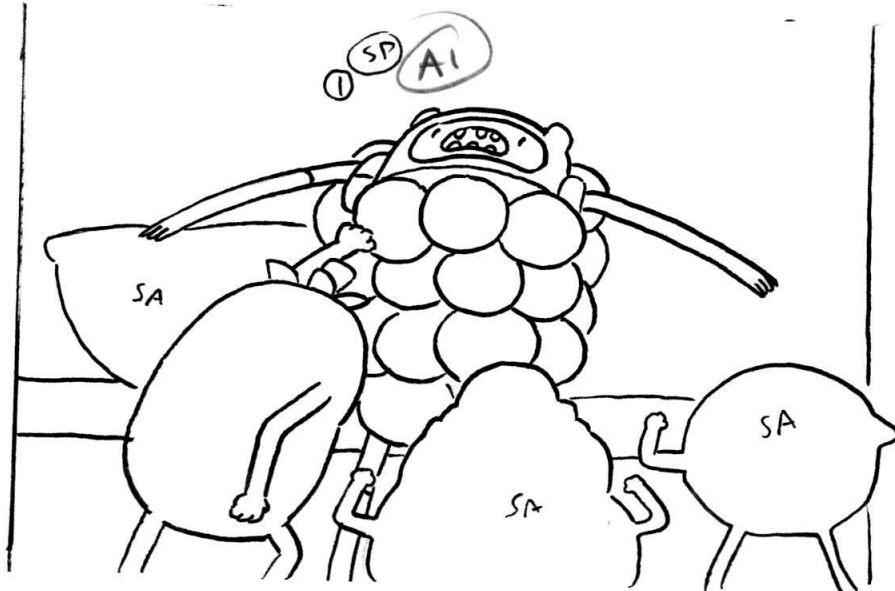
day night



Dialog:

Action:

Timing:



F: I DON'T WANT ANY --

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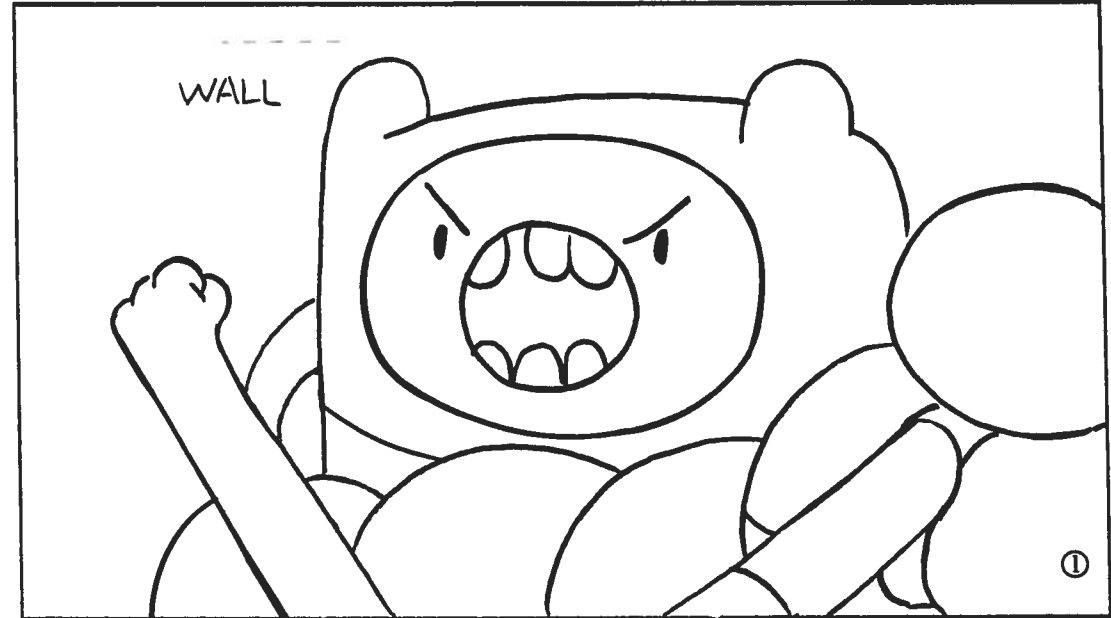
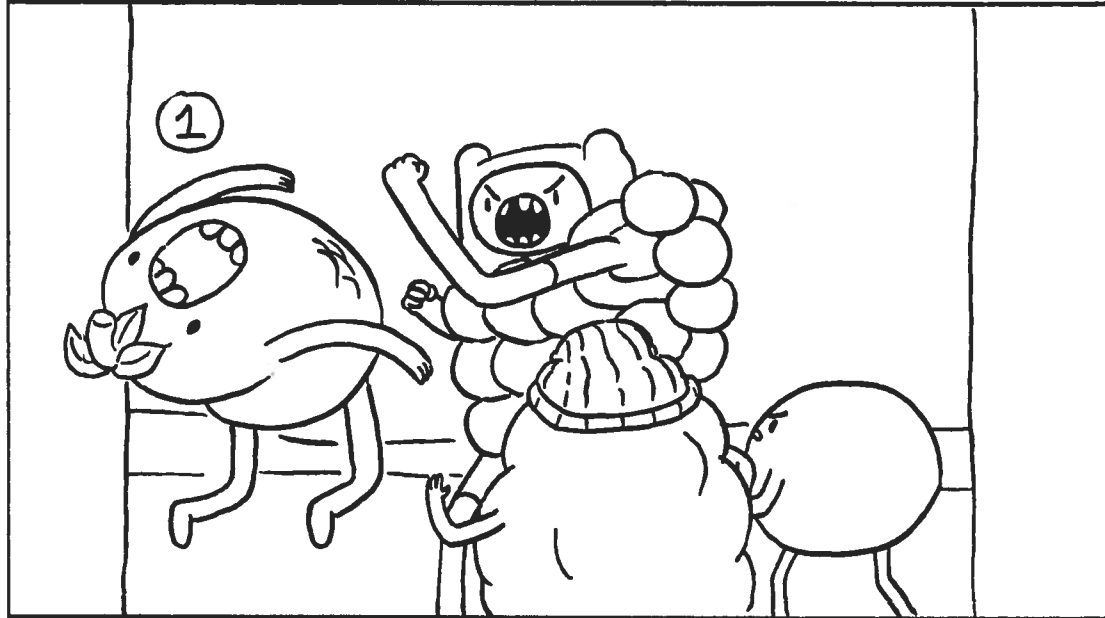
Ho Cut

REVISED
03/11/14

Page 160
160A
day night

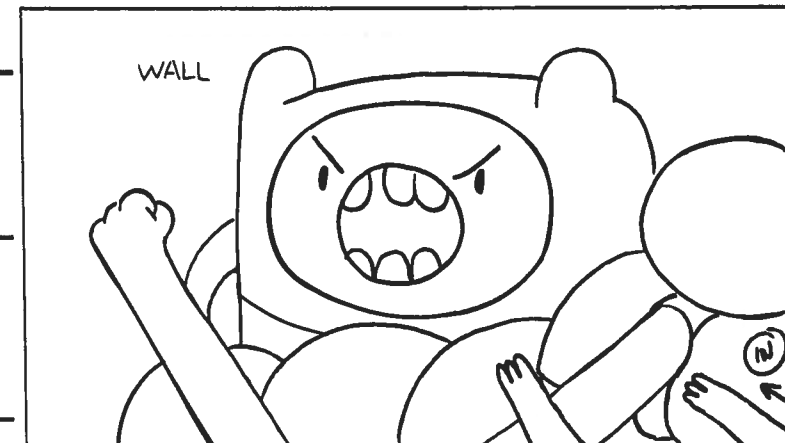
day night

Bg.



SFX: * SOKK! *

F: I'M TRYING TO HELP YOU!



IAN 1 4 2014 .

A

Production :

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#DOS13

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He
Cut

ADVENTURE TIME



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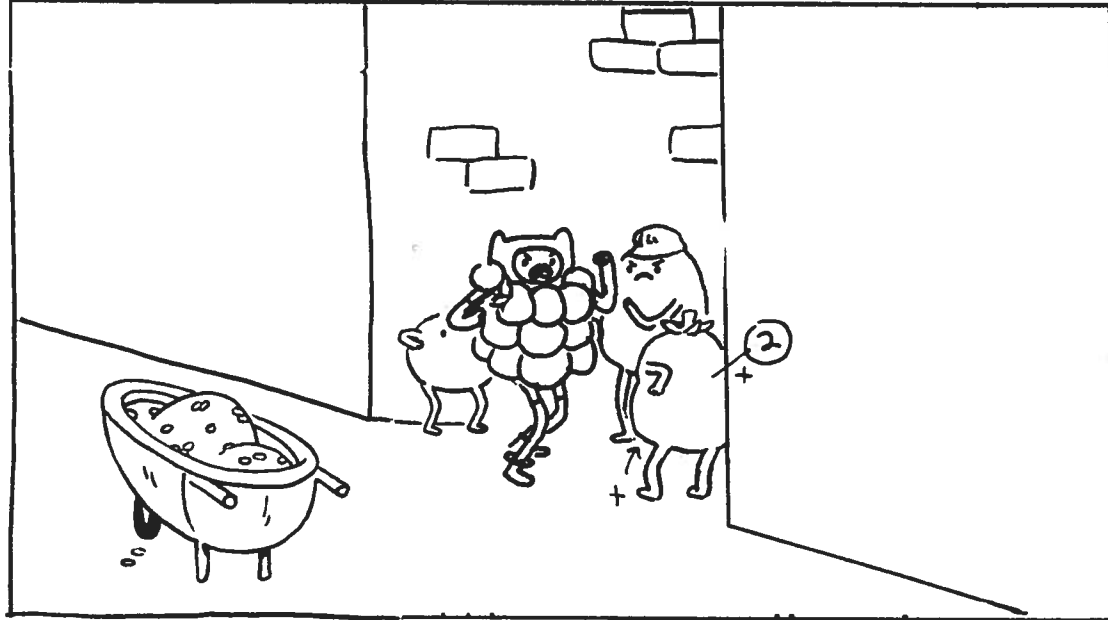
Page 160A
16/NEXT
day night

Sc. 145

Pnl. A

Bg.

day night

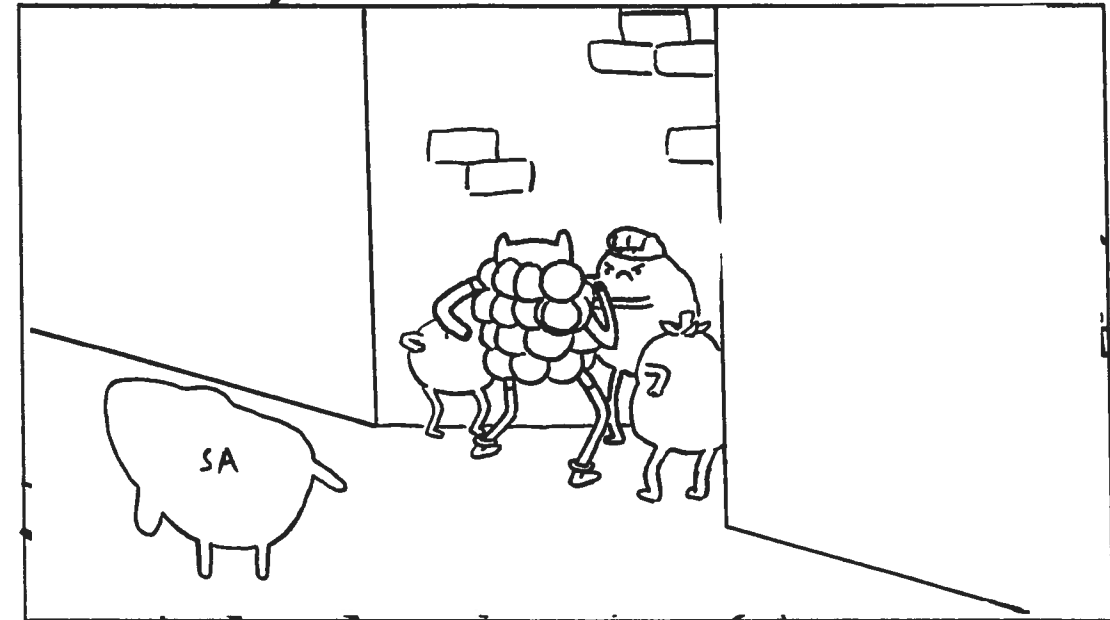


Sc. 145

cont

Pnl. B

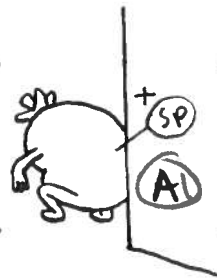
Bg.



Dialog:

Action:

Timing:



JAN 14 2014

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Production :

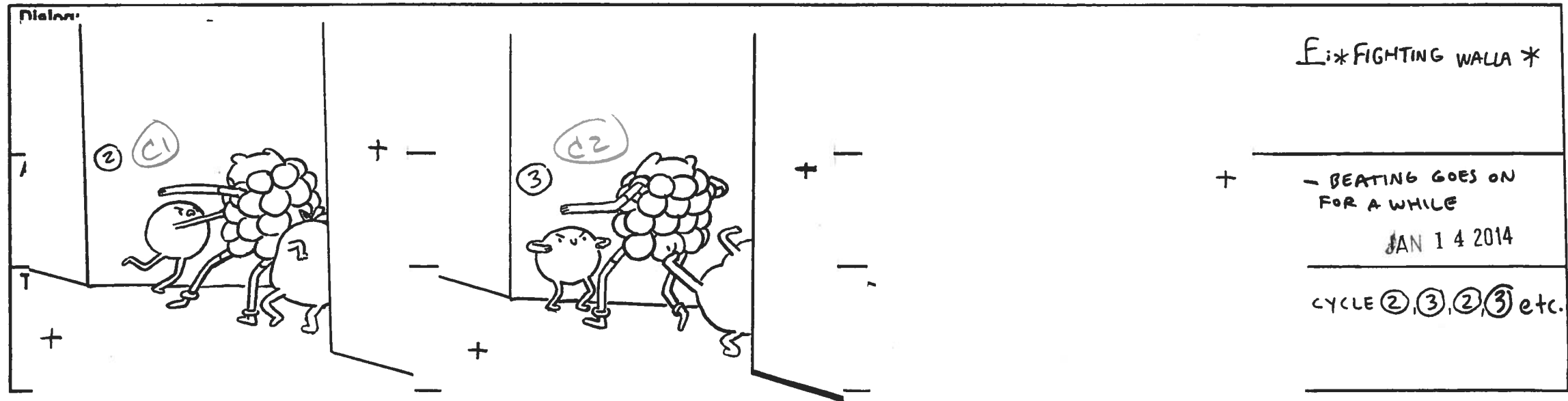
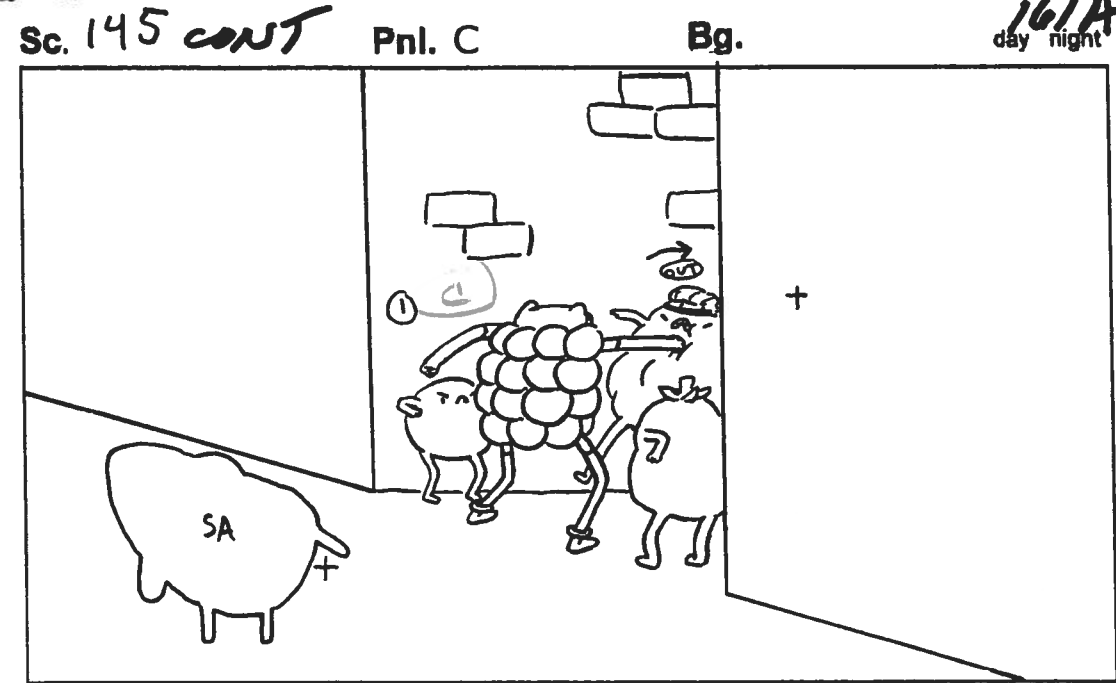
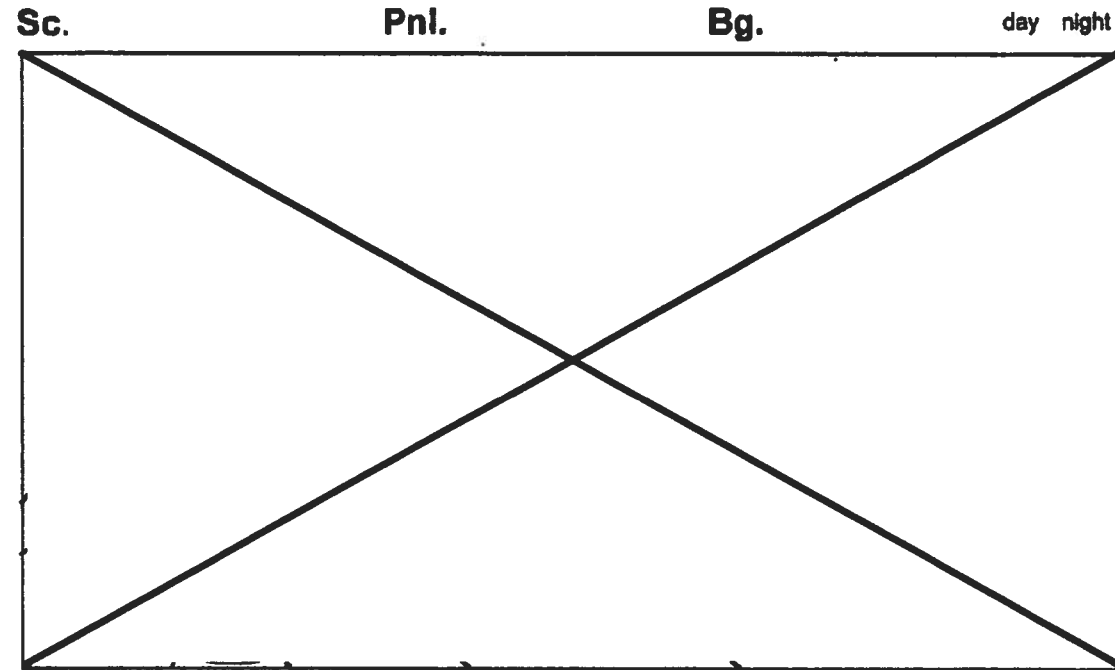
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ADVENTURE TIME



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03/11/14

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161A NEXT
day night



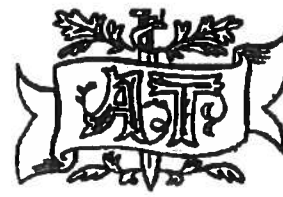
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Production :

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1025/171

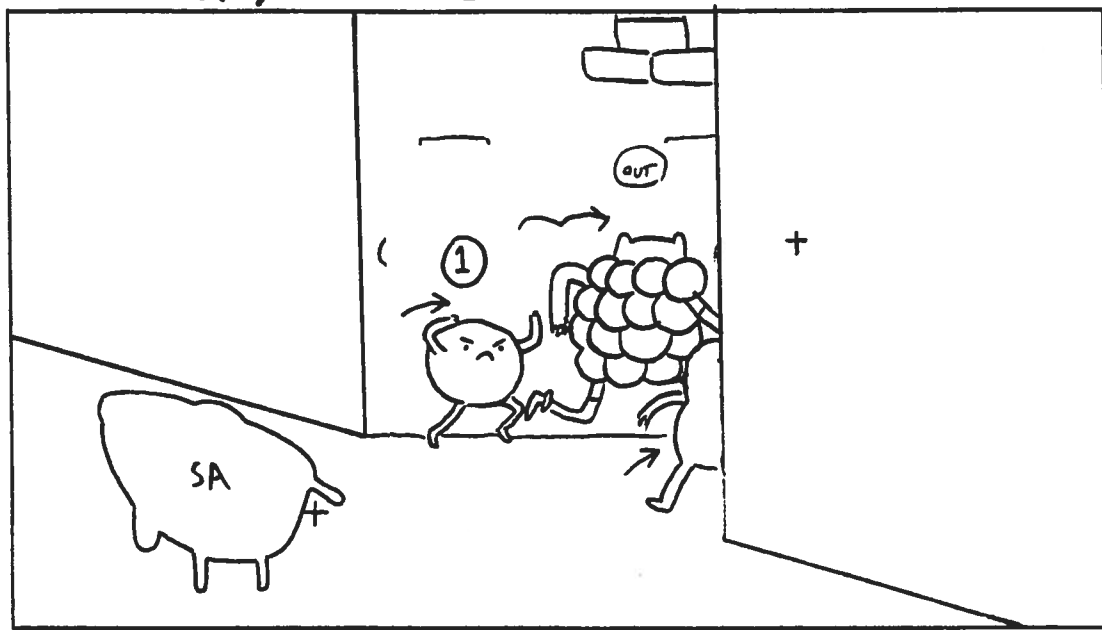
ADVENTURE TIME



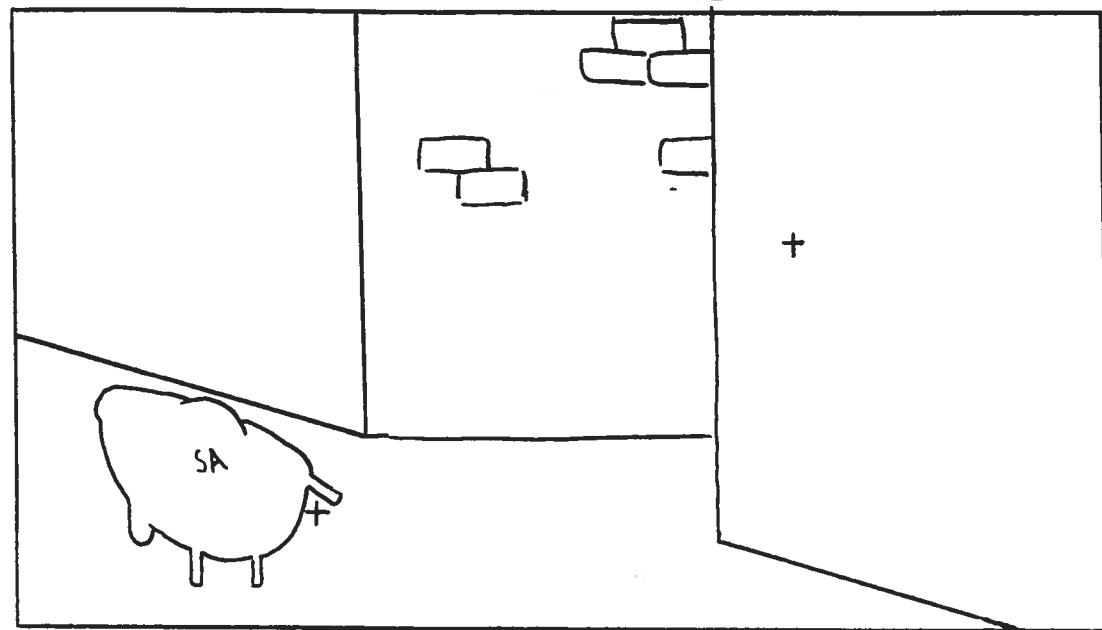
REMOVED
03/11/14

Page 161A
161B NEXT
day night

Sc. 145 *cont* Pnl. D Bg. day night



Sc. 145 *cont* Pnl. E Bg. day night



Dialog:

SFX: [FIGHTING CONTINUES]

Action:

- F + BERRIES FIGHT INTO ALLEY

Timing:



JAN 14 2014

EPISODE #

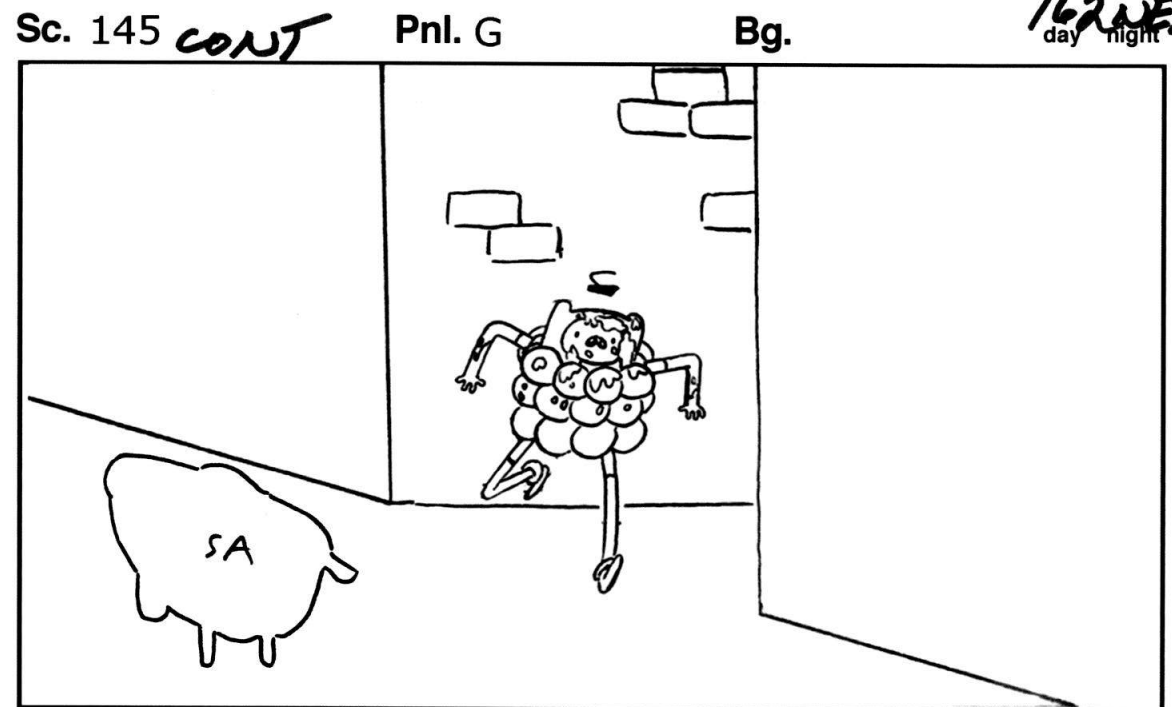
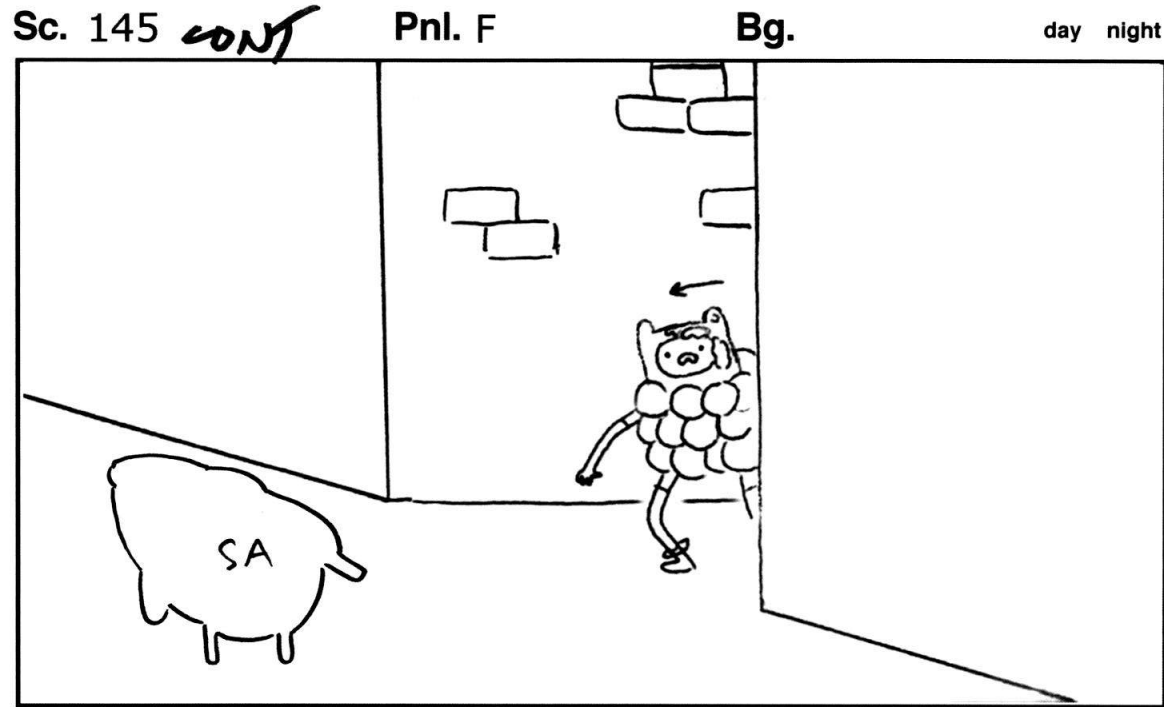
1025-171

Production :

1025/171

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ADVENTURE TIME



Page 161B
162 NEXT
day night

Dialog:

Action:

Timing:

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Production:

1025/171

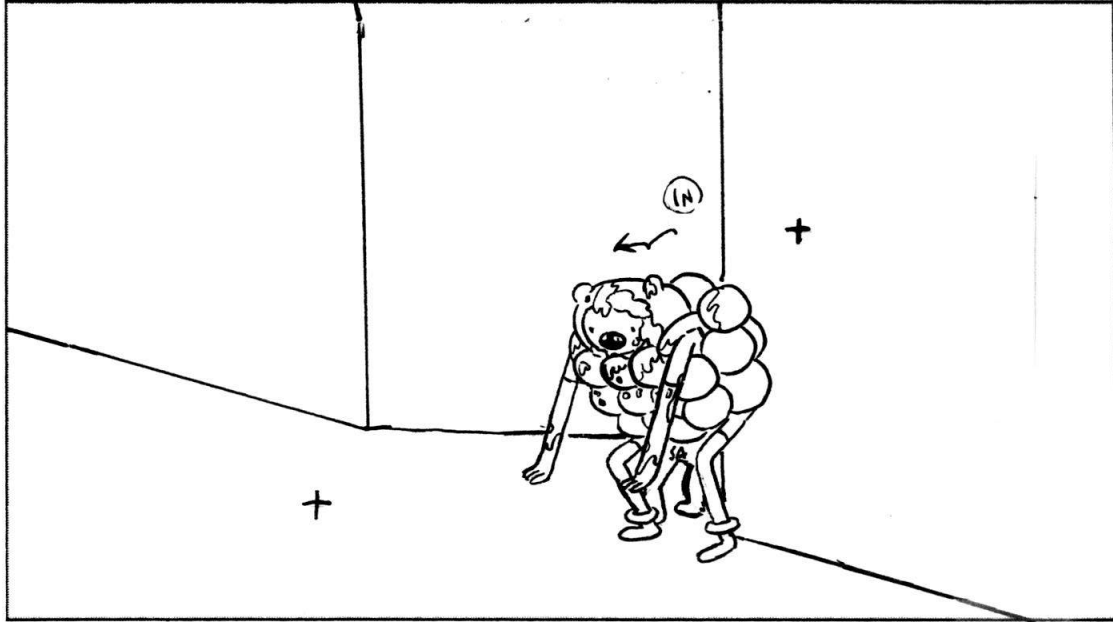
1025/171

ADVENTURE TIME



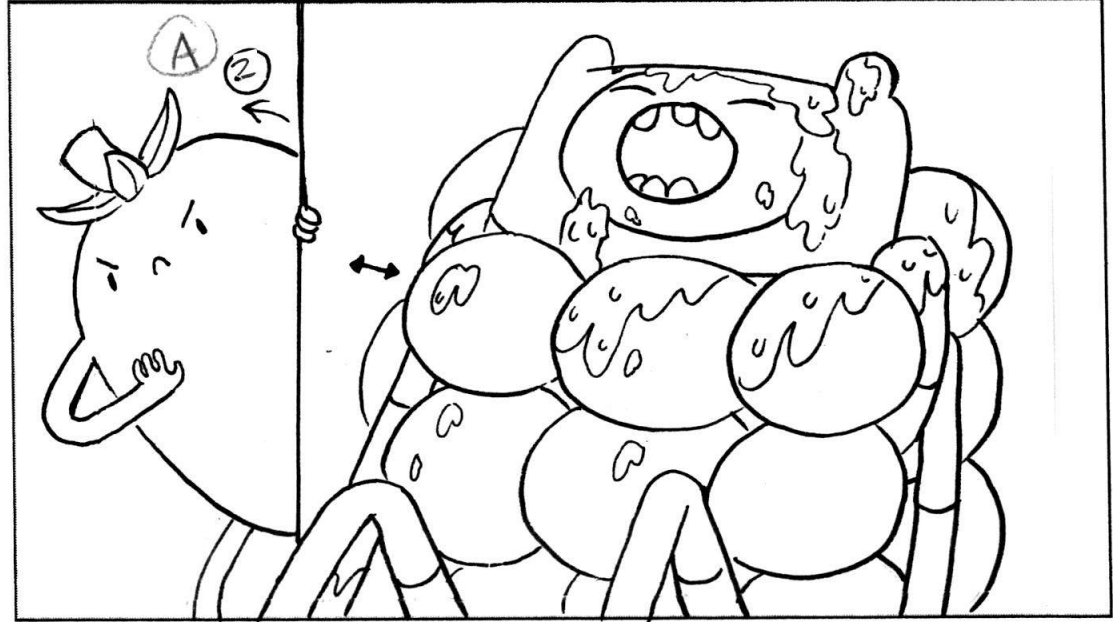
Page 162
162A NEXT
day night

Sc. 145 CONT Pnl. H Bg.



day night

Sc. 146 Pnl. A Bg.



1025-171

EPISODE #

1025/171

Dialo

Acti

Tim

- FINN
STUMBLES
OUT OF ALLEY

F: WOOF!

(H)

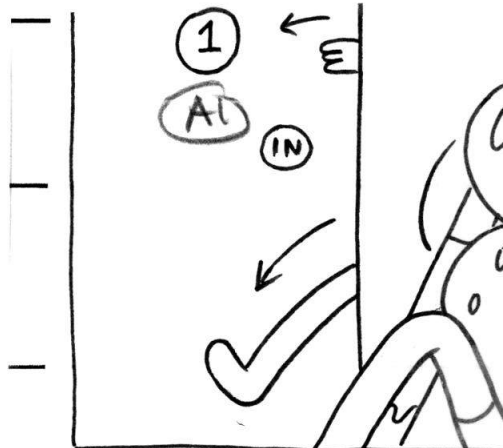


F: (BREATHING HEAVY)
ACTION: - FINN'S CHEST RISES & FALLS
- BUM BERRY
GRABS AT FINN

(1)

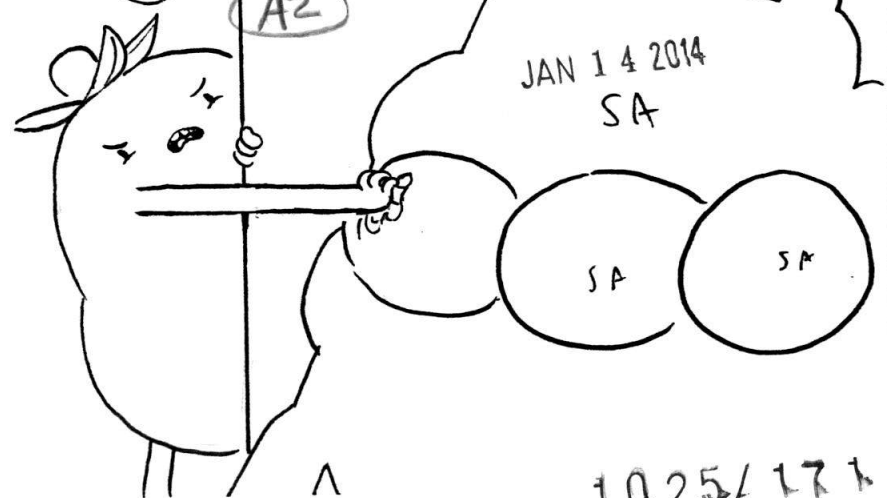
(A)

(IN)



(3)

(A2)



JAN 14 2014
SA

SA

SA

1025/171

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ADVENTURE TIME



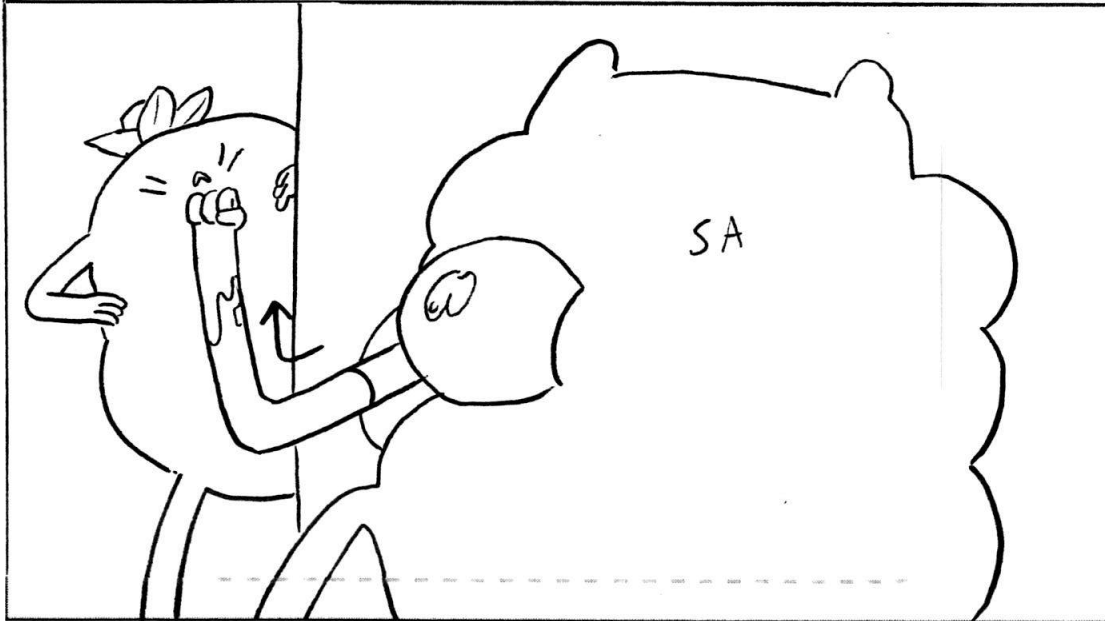
Page 162A
163 NEXT
day night

Sc. 146 *cont*

Pnl. B

Bg.

day night

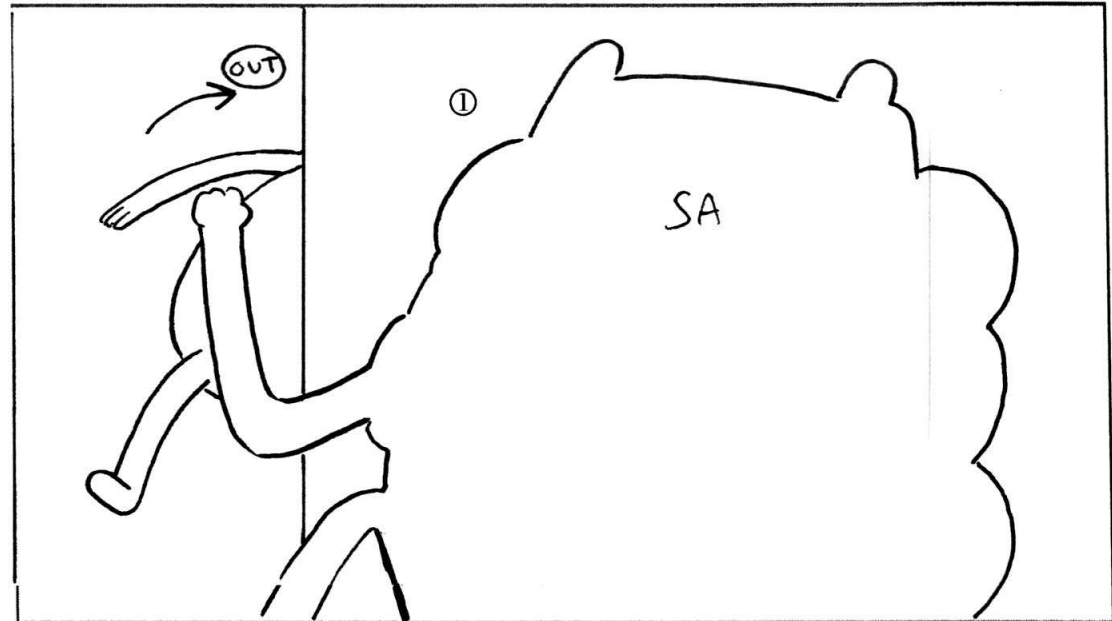


Sc. 146 *cont*

Pnl. C

Bg.

day night



Dialog:

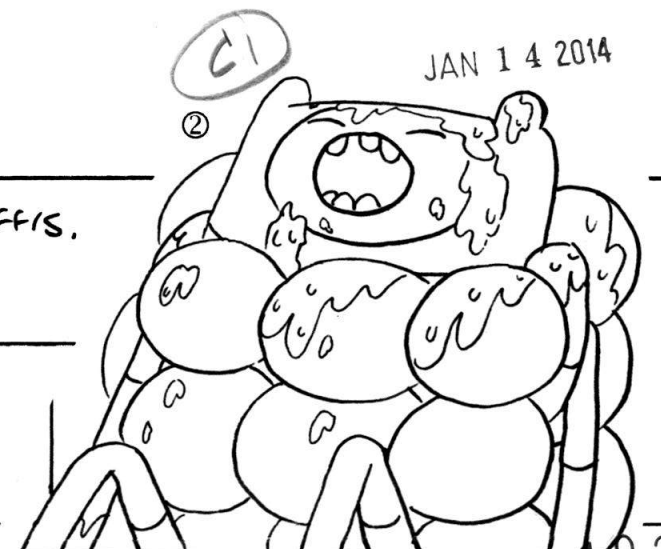
SFX: * SMA K *

Action:

- F PUNCHES BUM BERRY

- BUMBERRY FLIES OFFS.

Timing:



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Production :

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1025/171

ADVENTURE TIME



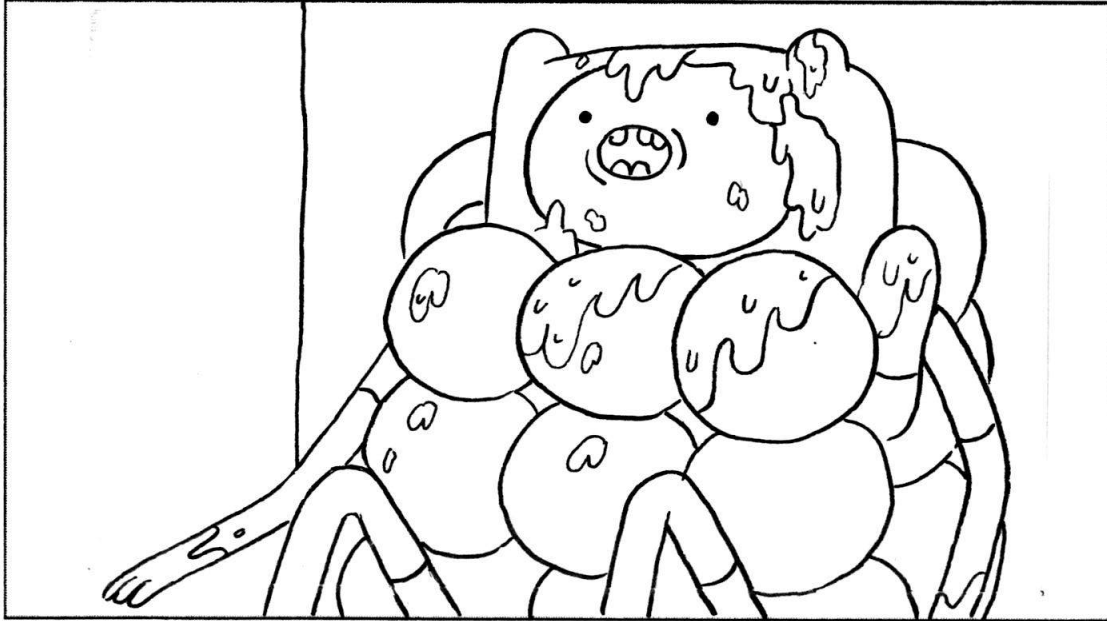
Page 163

Sc. 146 *CONT*

Pnl. D

Bg.

day night

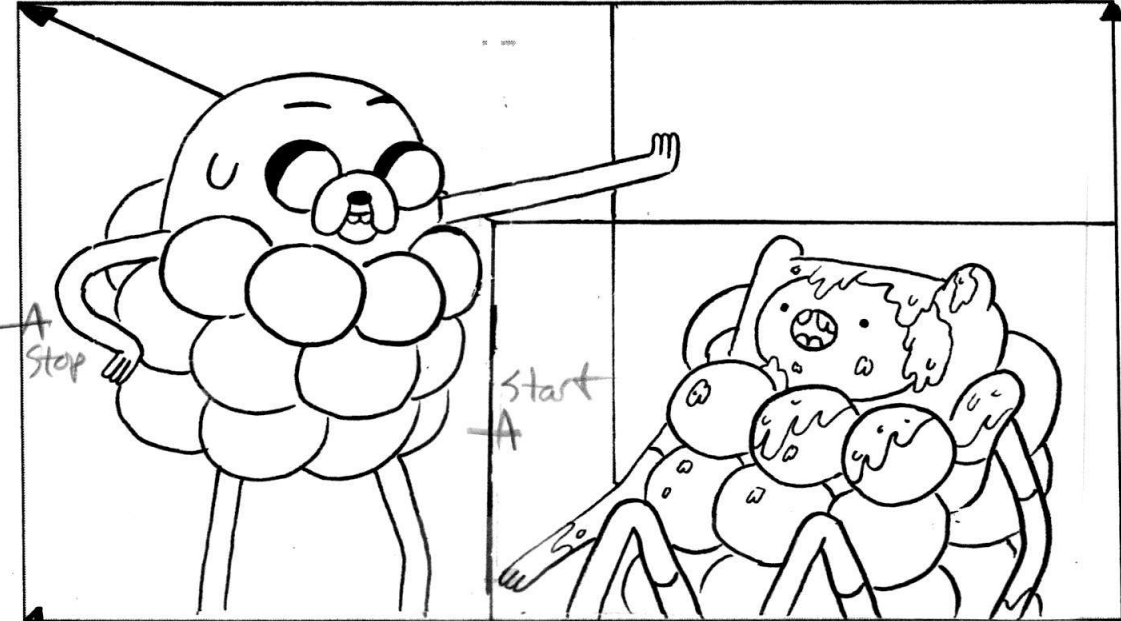


Sc. 146 *CONT*

Pnl. E

Bg.

day night



Dialog:

J/ How much coin would it take for you to be my berry foot warmer.

diag truck out

JAN 14 2014

Action:

-TRUCK OUT TO REVEAL JAKE LEANING AGAINST WALL.

Timing:

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1025/171

Production :

1025/171

ADVENTURE TIME



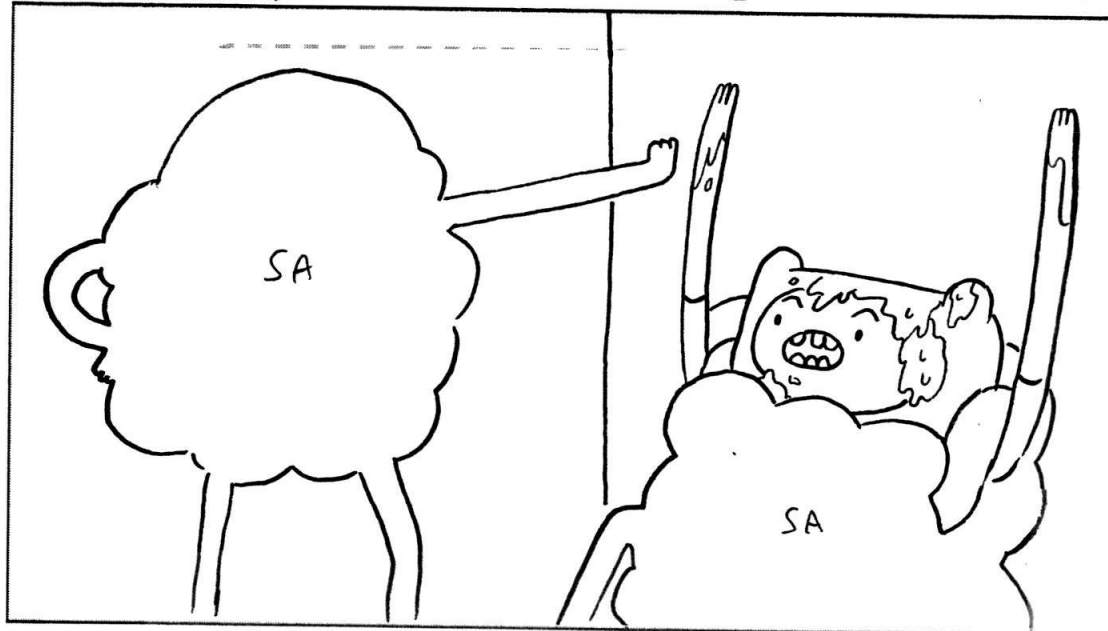
Page 164

Sc. 146 CONT

Pnl. F

Bg.

day night

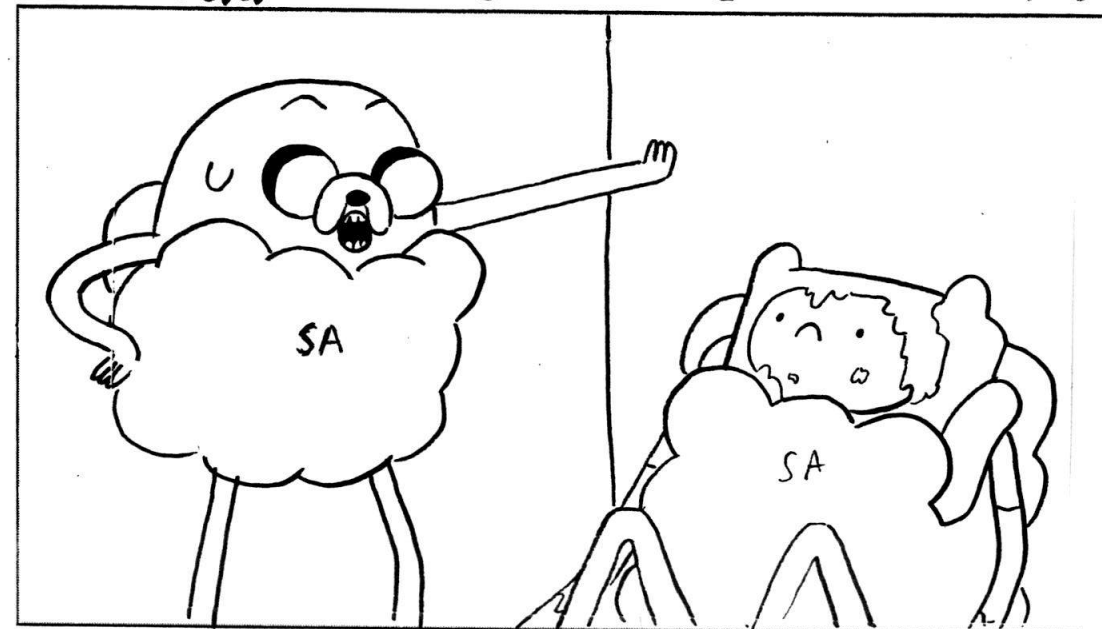


Sc. 146 CONT

Pnl. G

Bg.

day night



Dialog:

F: DUDE!

J: OH! HEY MAN!

Action:

JAN 14 2014

Timing:

Production :

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1025/171

1025/171

ADVENTURE TIME



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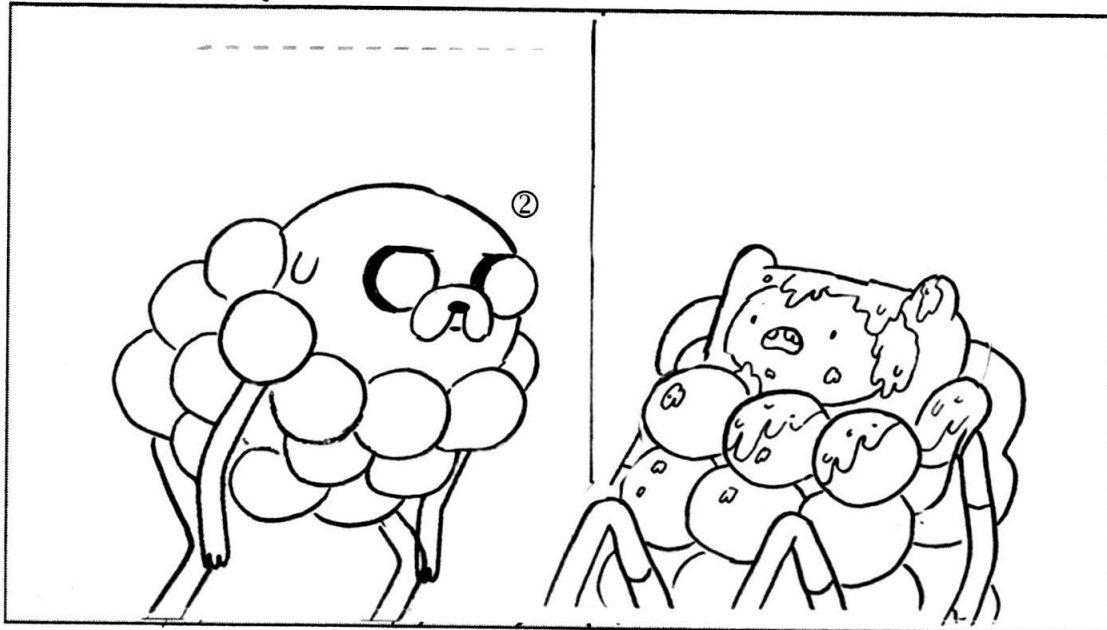
Page 165

Sc. 146 *CONT*

Pnl. H

Bg.

day night

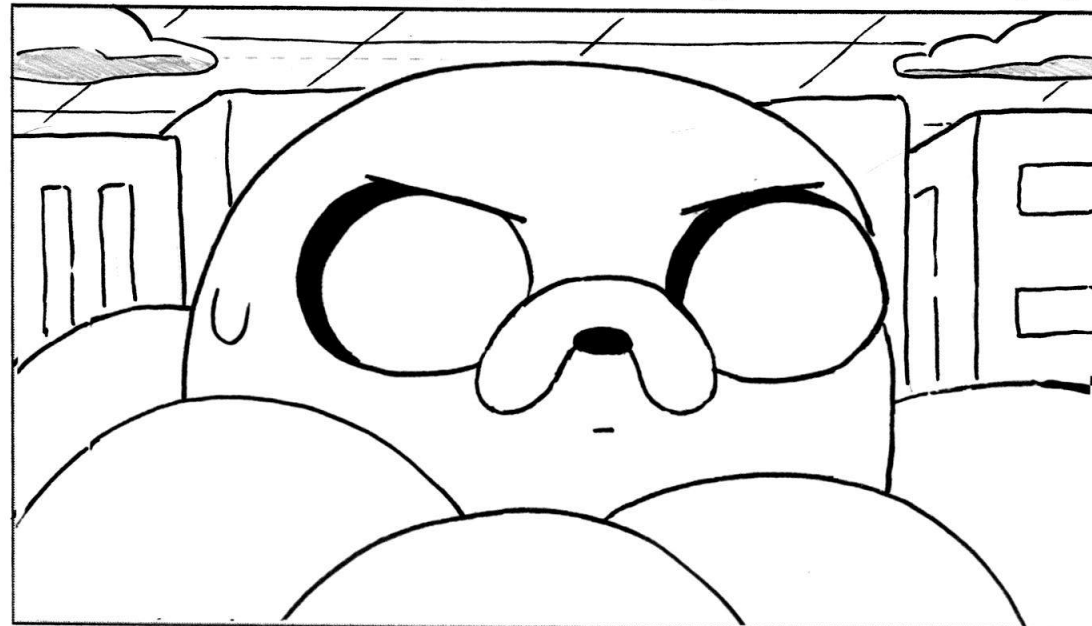


Sc. 147

Pnl. A

Bg.

day night



Dialog: F: TAKE THIS MONEY IS BAD, WE GOTTA GET RID OF ALL OF IT RIGHT NOW

Action:

Timing:



- JAKE CONSIDERS FOR A BEAT

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1025-171

Production :

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1025/171

1025/171

ADVENTURE TIME

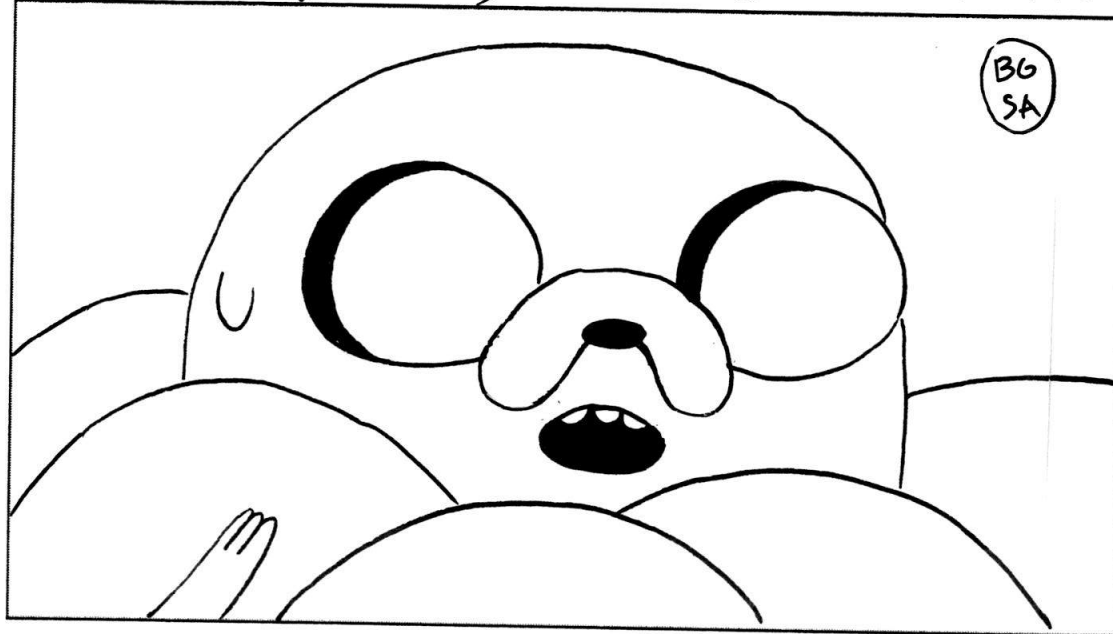


Page 166

Sc. 147 *CONT* Pnl. B

Bg.

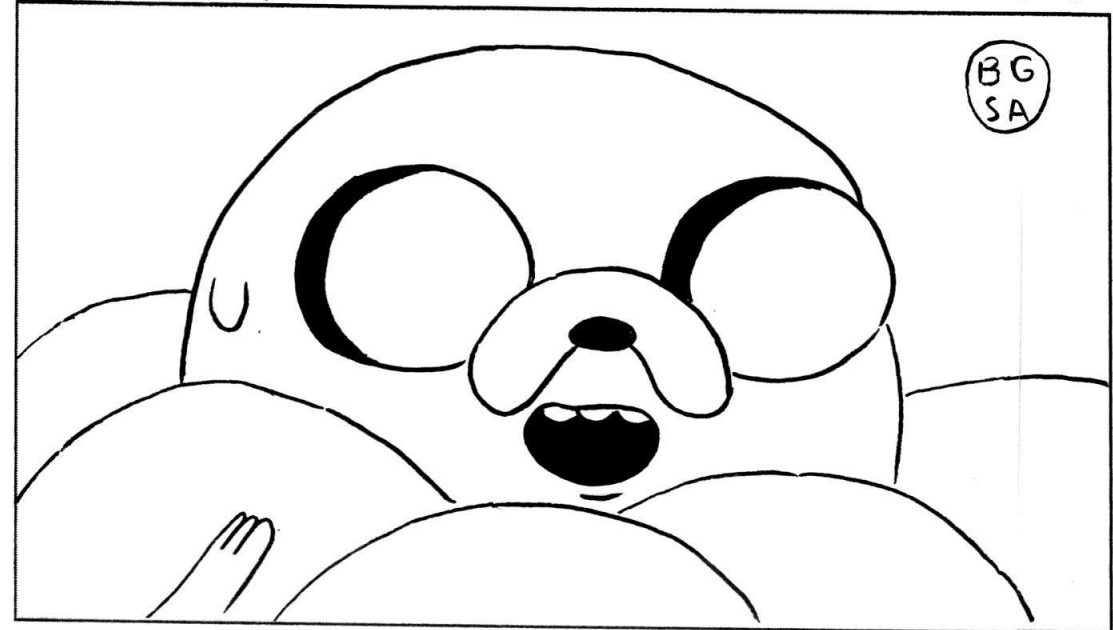
day night



Sc. 147 *CONT* Pnl. C

Bg.

day night



Dialog: J: OK. I GOT A PLAN...

J: AND THIS TIME IT'S GONNA INVOLVE --

Action:

Timing:

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1025/171

Production :

1025/171

1025/171

ADVENTURE TIME



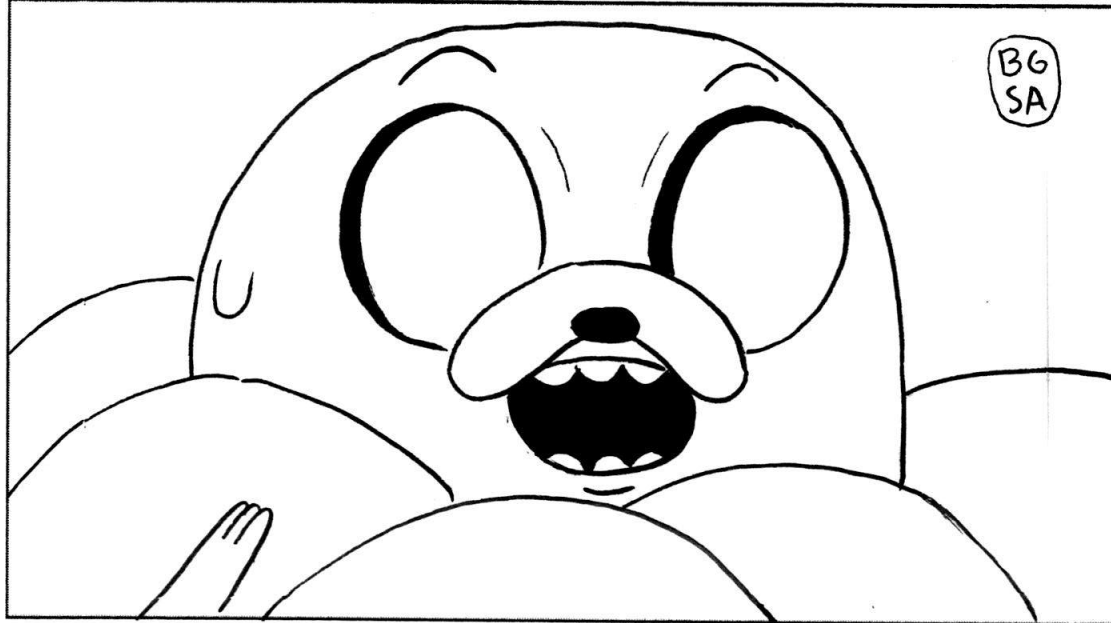
Page 167

Sc. 147 *CONT*

Pnl. D

Bg.

day night



Sc. 148

Pnl. A

Bg.

day night



Dialog: J: AAALLL THE MONEY...

Action:

JAN 14 2014

Timing:

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1025/171

Production :

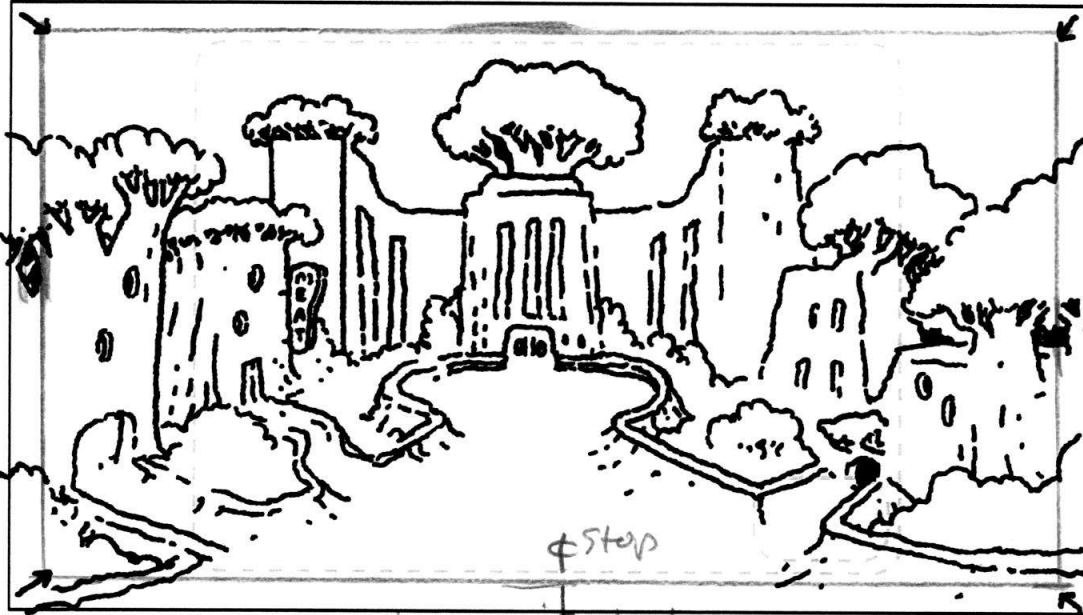
1025/171

1025/171

ADVENTURE TIME



Sc. 149 Pnl. A Bg. day night



Dialog:

SFX: MUSIC

Action:

DRIFT IN SLOWLY ON PALACE.

Timing:

Sc. 150 Pnl. A Bg. day night



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168A NEXT

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ADVENTURE TIME



day night

Sc.

Pnl.

Bg.

Page 168A

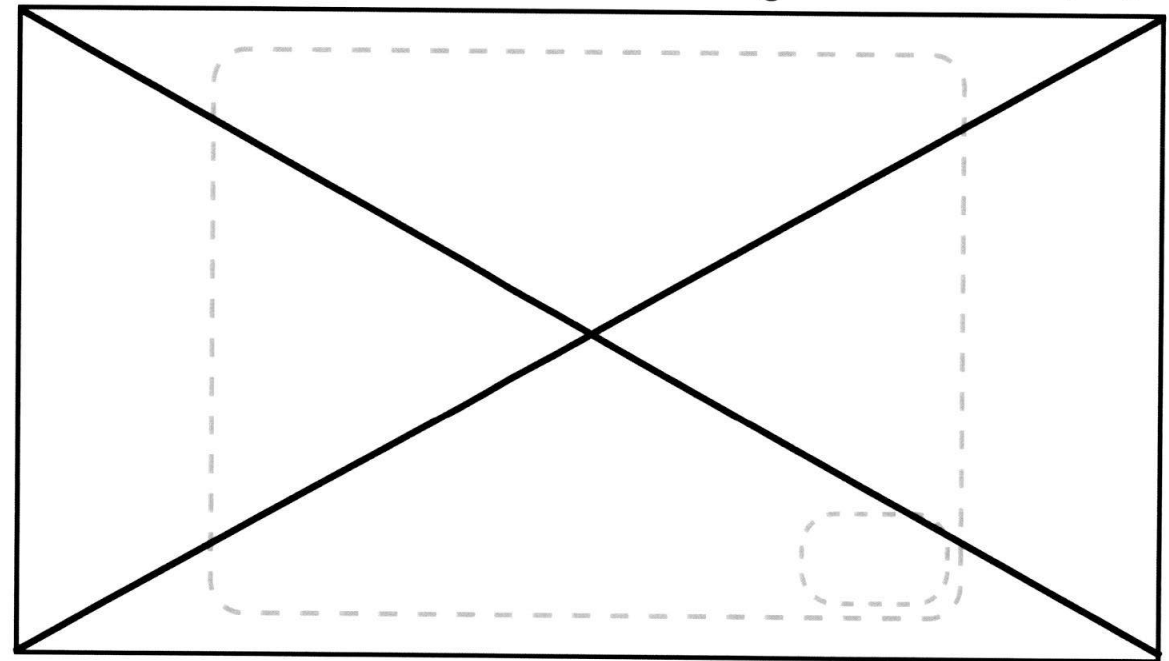
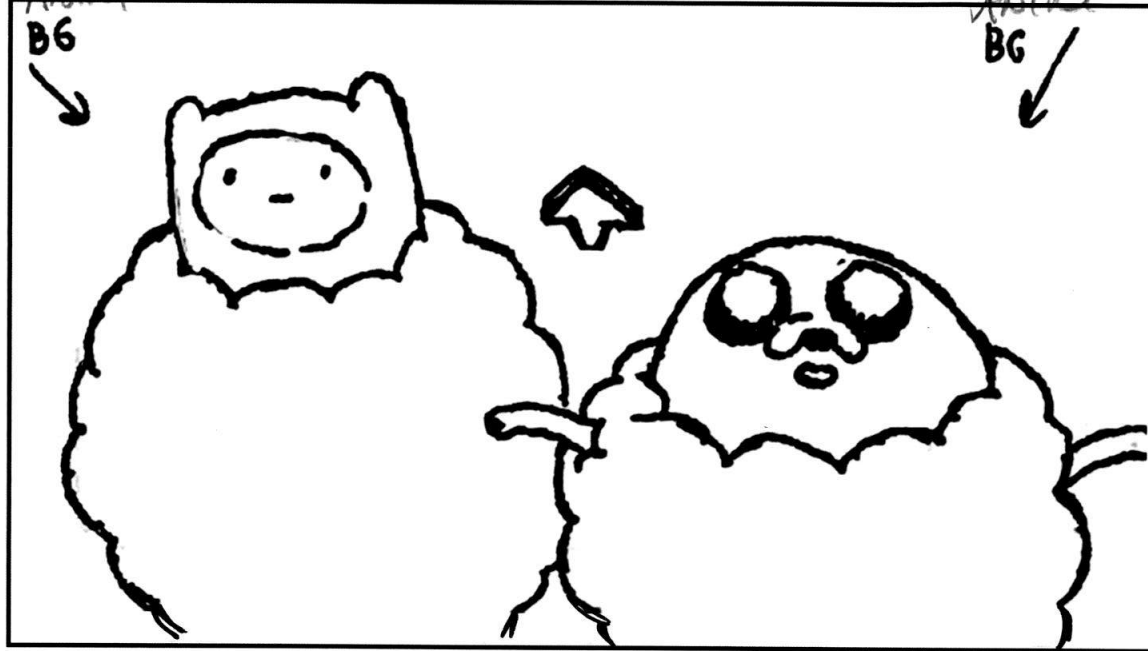
169 NEXT
day night

Sc. 150

CONT

Pnl. B

Bg.



Dialog:

Action:

Timing:

JAN 14 2014

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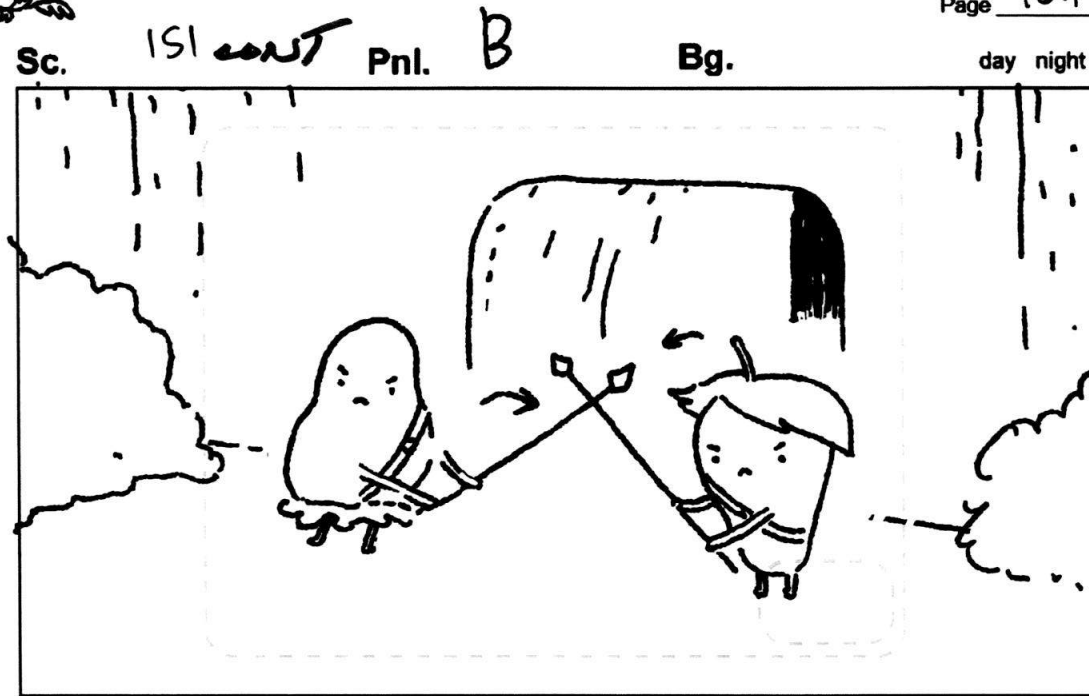
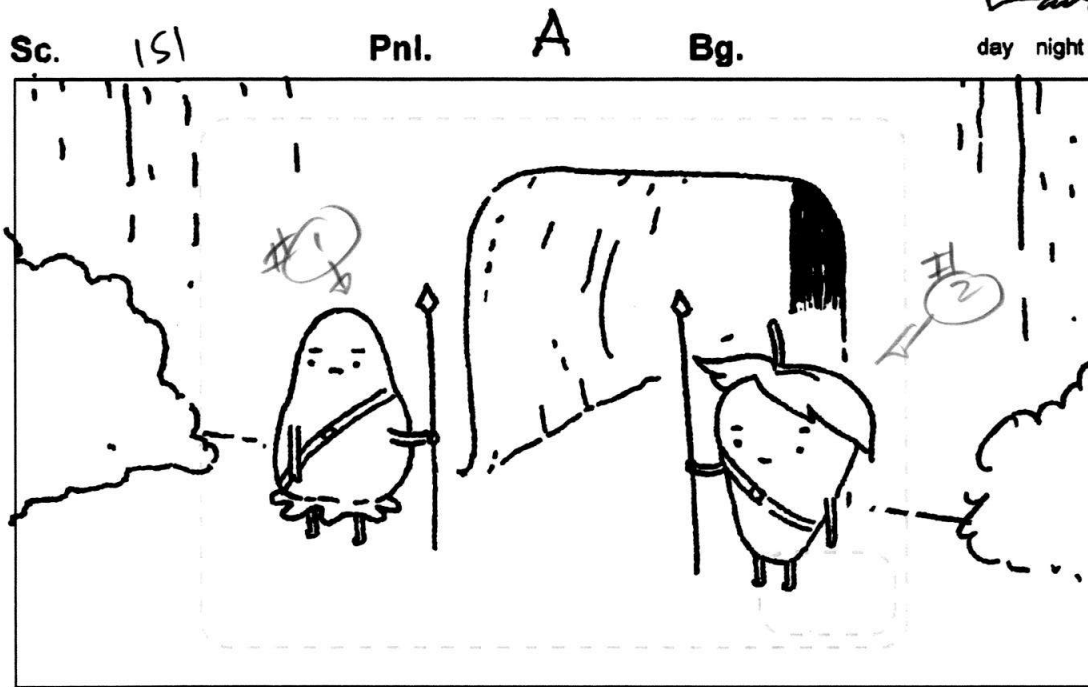
Production:

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ADVENTURE TIME



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Dialog:

SFX: *CLANK!*

Action:

- GUARDS CROSS SPEARS,

JAN 14 2014

Timing:

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Production :

1025/171

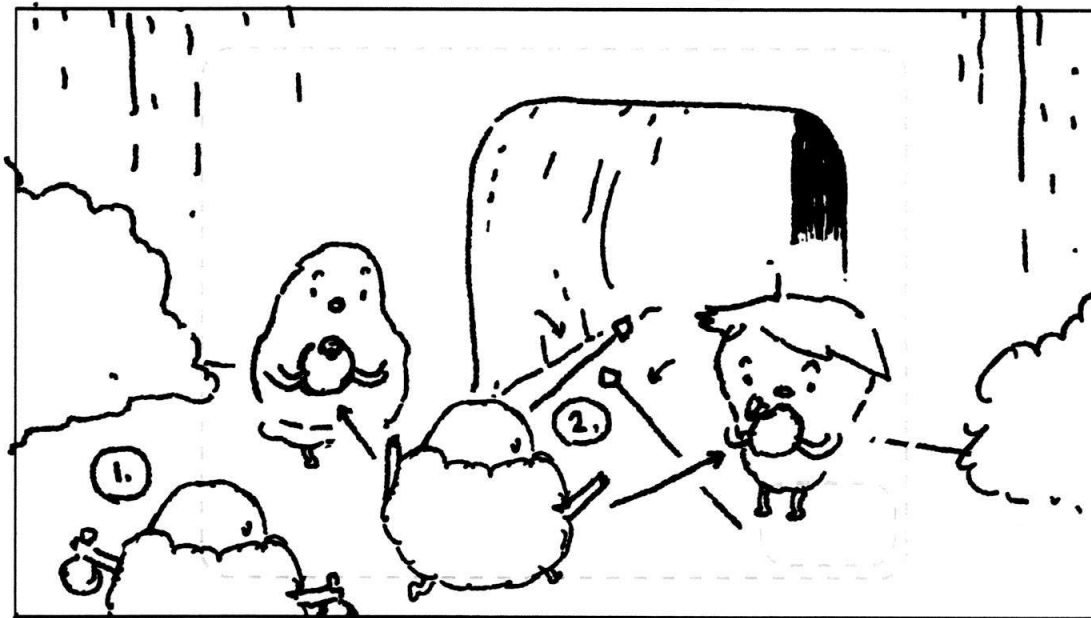
1025/171

ADVENTURE TIME

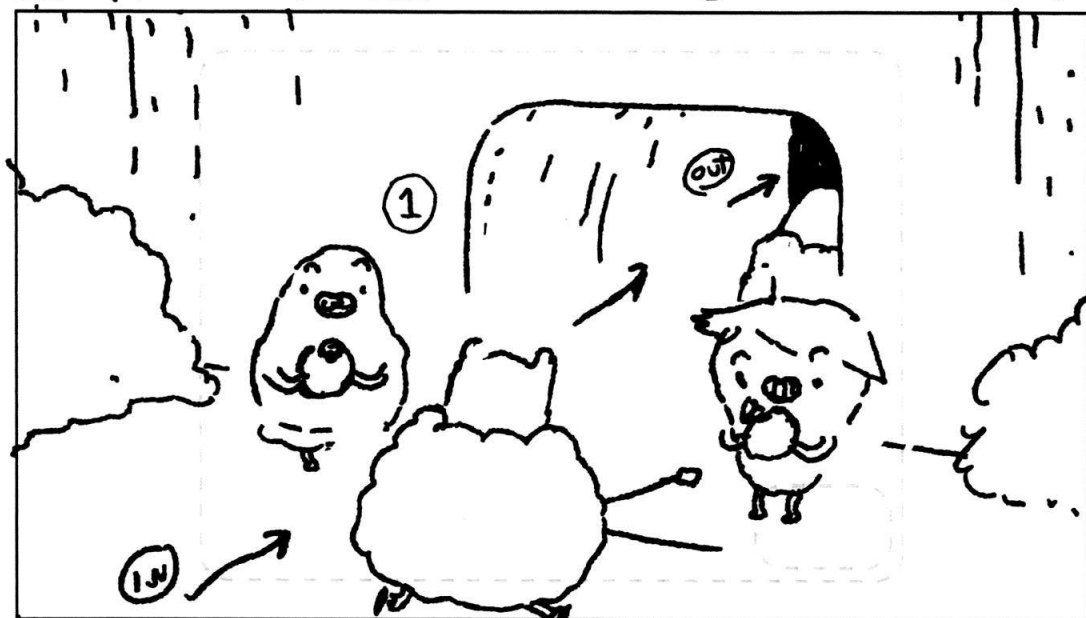


Page 176

Sc. 151 CONT Pnl. C Bg. day night



Sc. 151 CONT Pnl. D Bg. day night

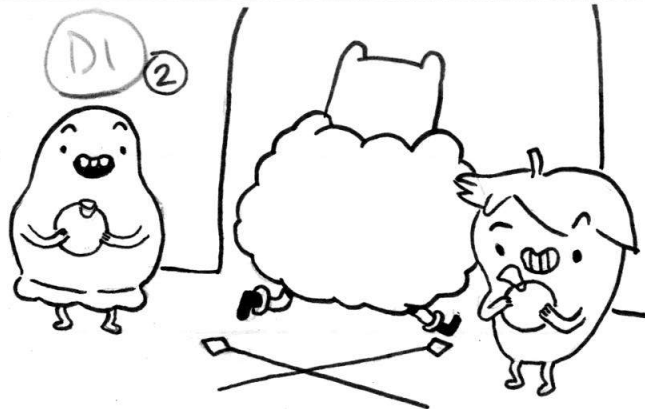


Dialog:

SFX: * MUSIC - MMM-MONEY *

Action: JAKE RUN IN AND THROWS BAGS OF MONEY INTO THE GUARDS HANDS.

Timing: They Drop their spears.



JAN 14 2014
- J. RUNS THROUGH DOORS

Production :

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1025/171

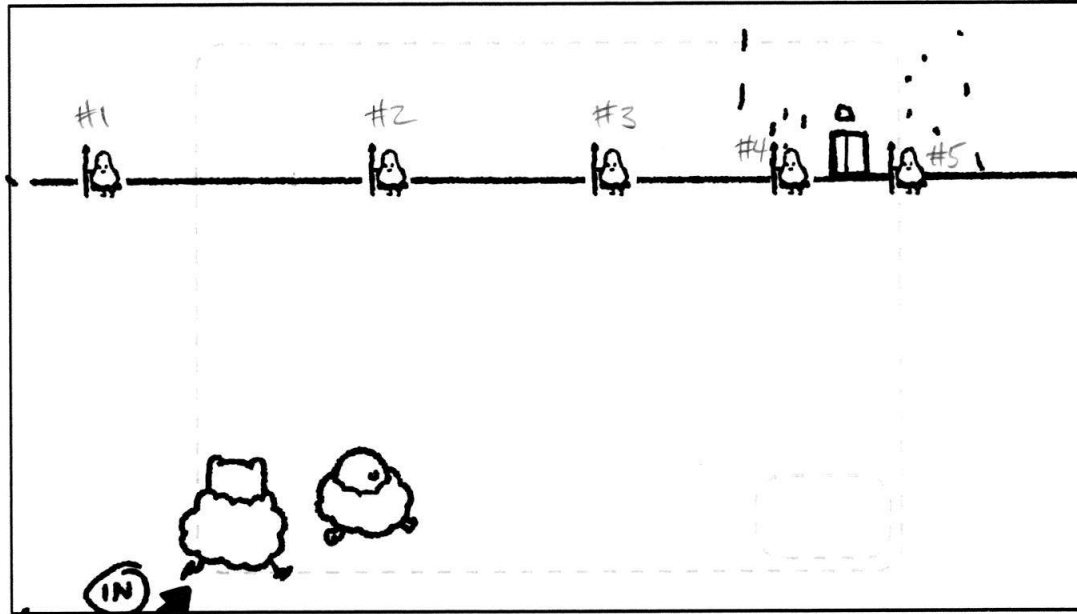
1025/171

ADVENTURE TIME

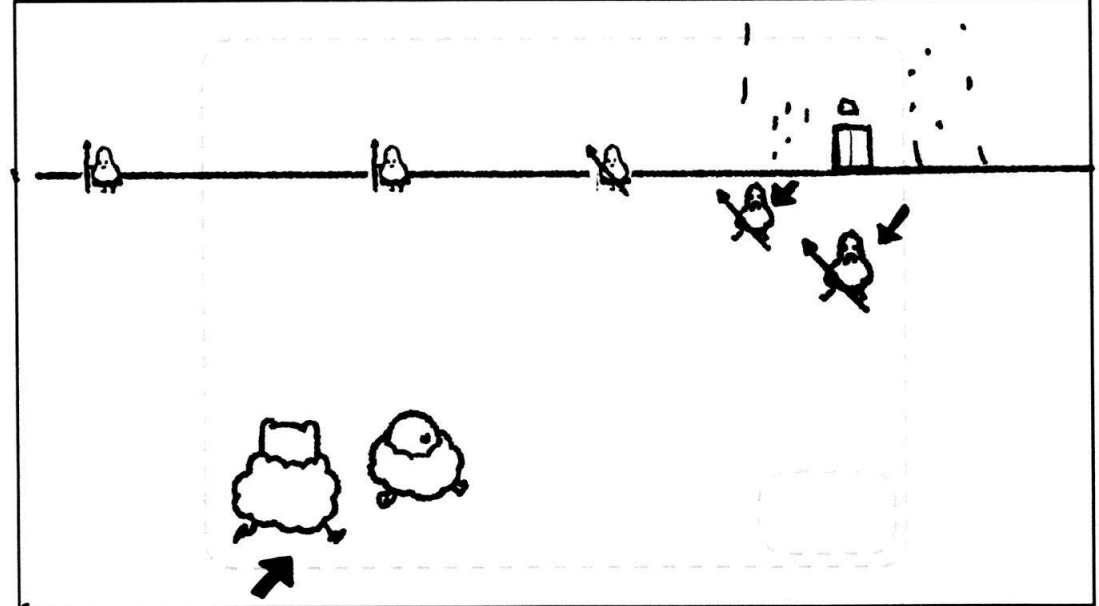


Page 171

Sc. 152 Pnl. A Bg. day night



Sc. 152 cont Pnl. B Bg. day night



Dialog:

Action:

- F+J RUN ON/S

- GUARDS RUSH F+J

JAN 14 2014

Timing:

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EPISODE #

1025/171

Production :

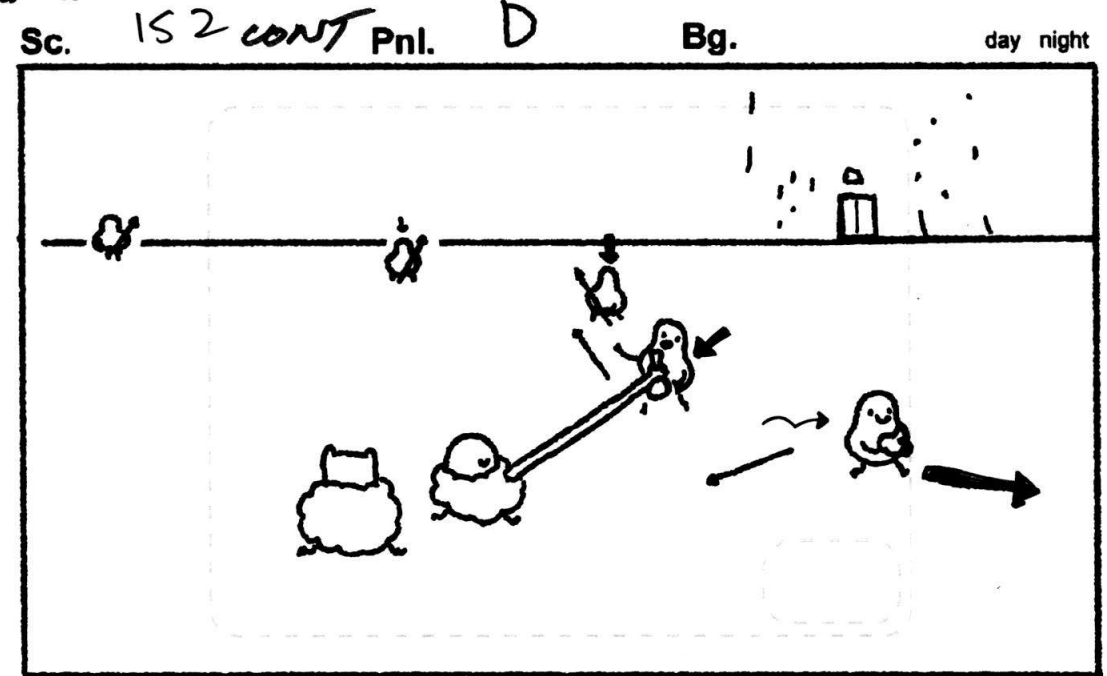
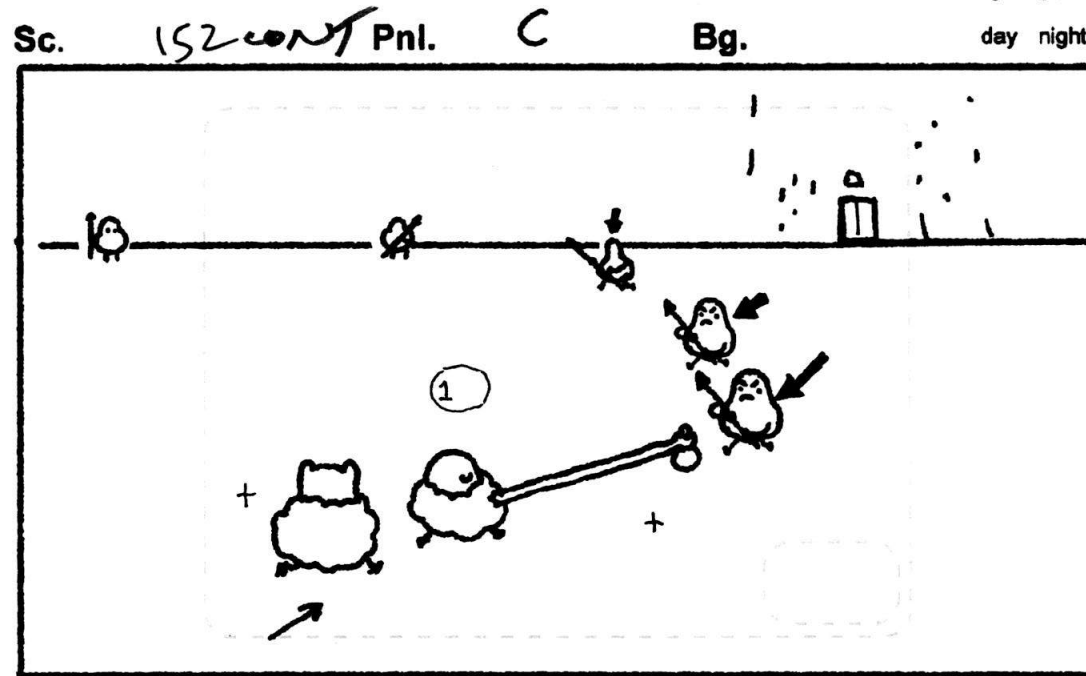
1025/171

1025/171

ADVENTURE TIME



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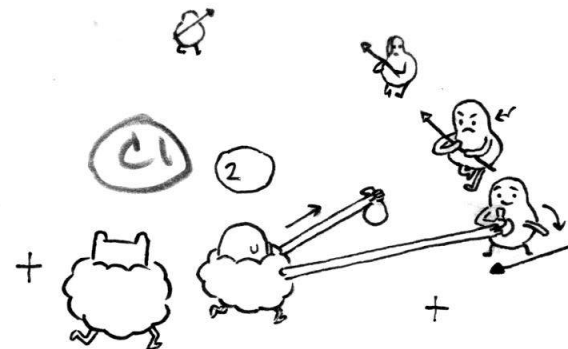
Dialog:

SFX: ♪ * M-M-M-MONEEEY* _____

Action:

-J. SHOVS BAGS OF GOLD AT THE GUARDS AS THEY APPROACH.

Timing:



- GUARDS PEEL AWAY AS THEY GET MONEY
JAN 14 '2014

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EPISODE #

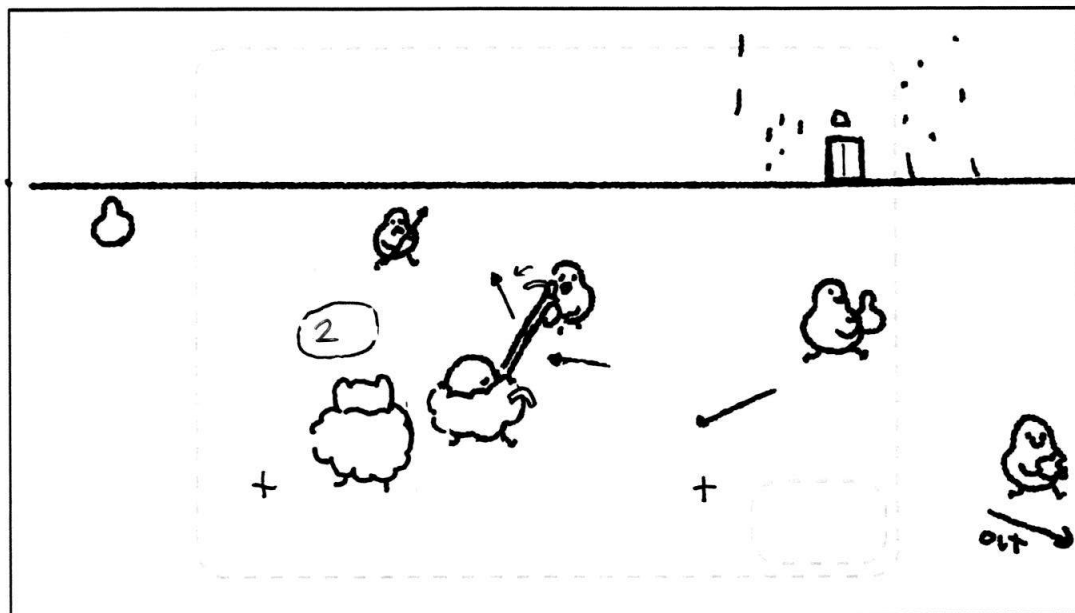
Production :

ADVENTURE TIME

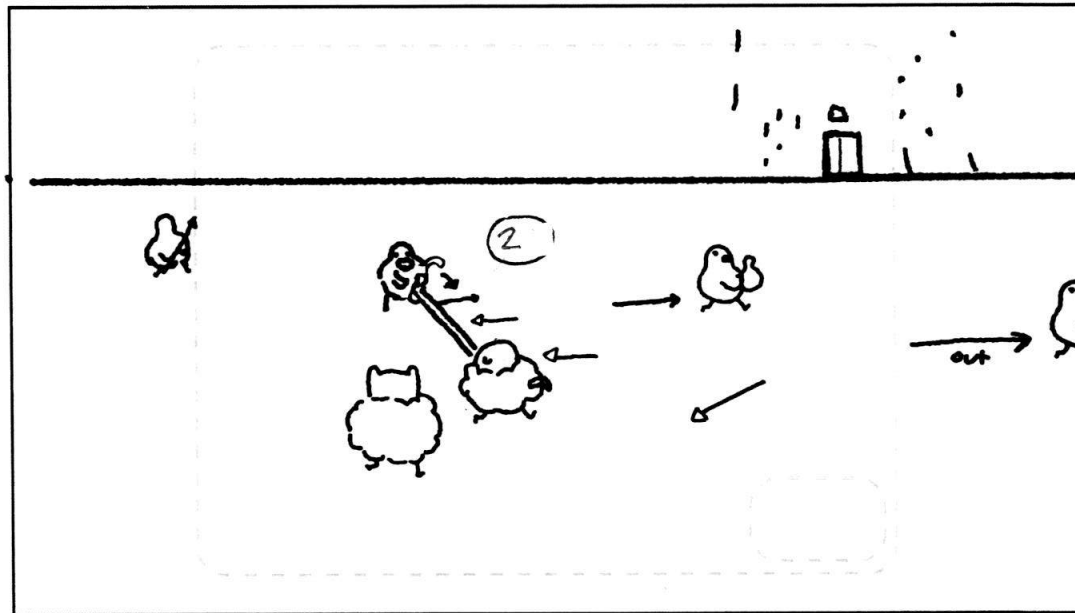


Page 173

Sc. 152 cont Pnl. E Bg. day night



Sc. 152 cont Pnl. F Bg. day night



| | |
|---------|--|
| Dialog: | |
| Action: | |
| Timing: | |

JAN 14 2014

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EPISODE #

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Production :

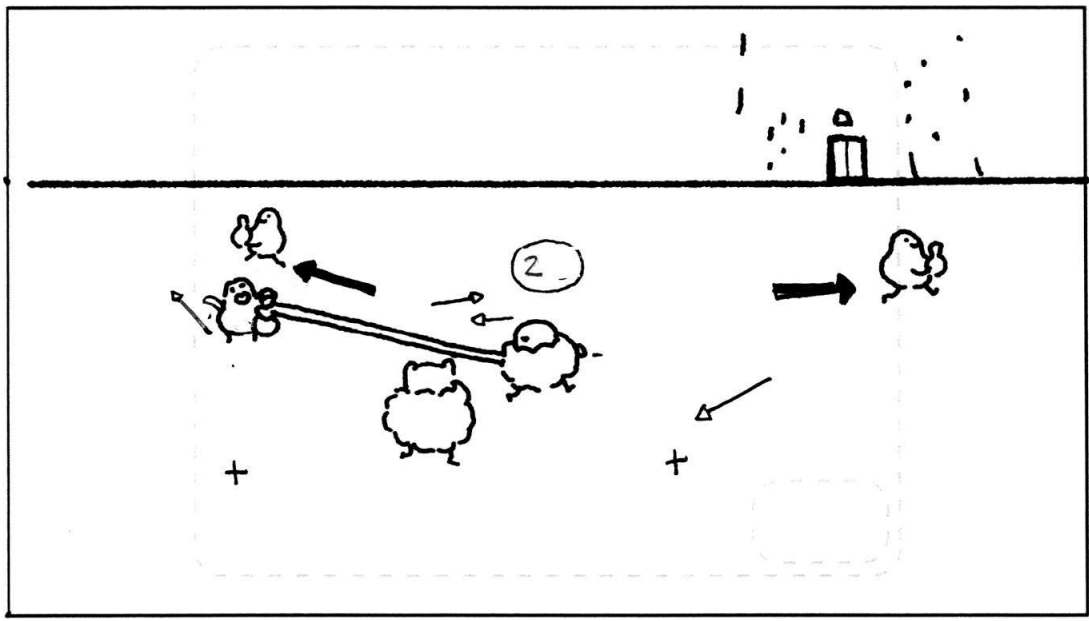
1025/171

ADVENTURE TIME

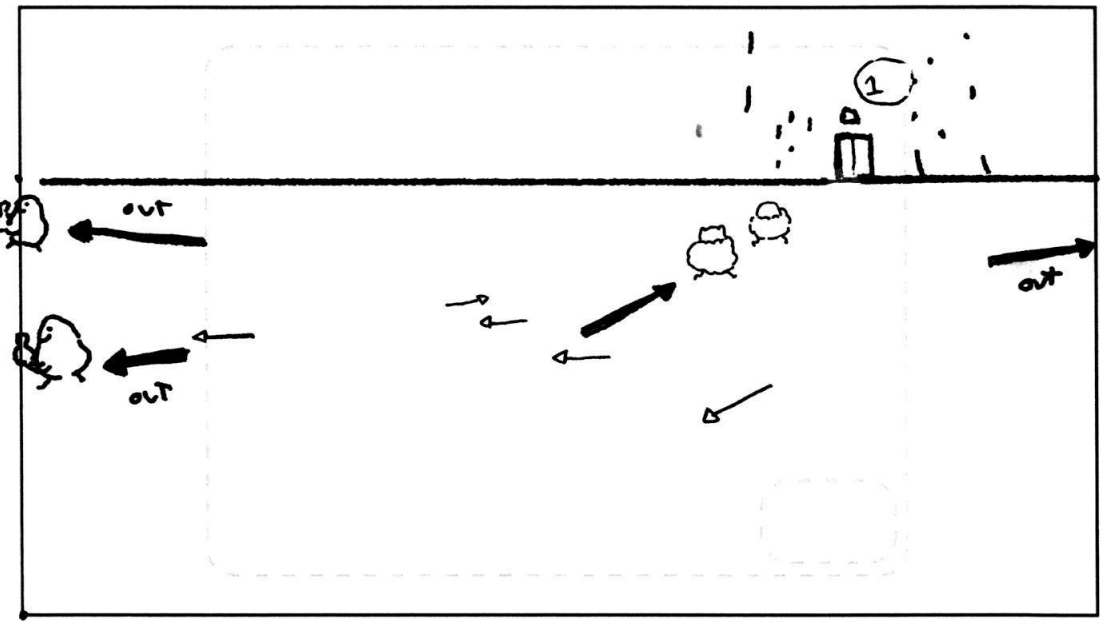


HO
Cut

Sc. 152 CONT Pnl. G Bg. day night



Sc. 152 CONT Pnl. H Bg. day night



Dialog:

Action:

Timing:

1

61

- F+J WALK TOWARDS ELEVATOR.

DETAIL :- ELEVATOR DOORS OPEN

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#1

2

3

H2

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ADVENTURE TIME



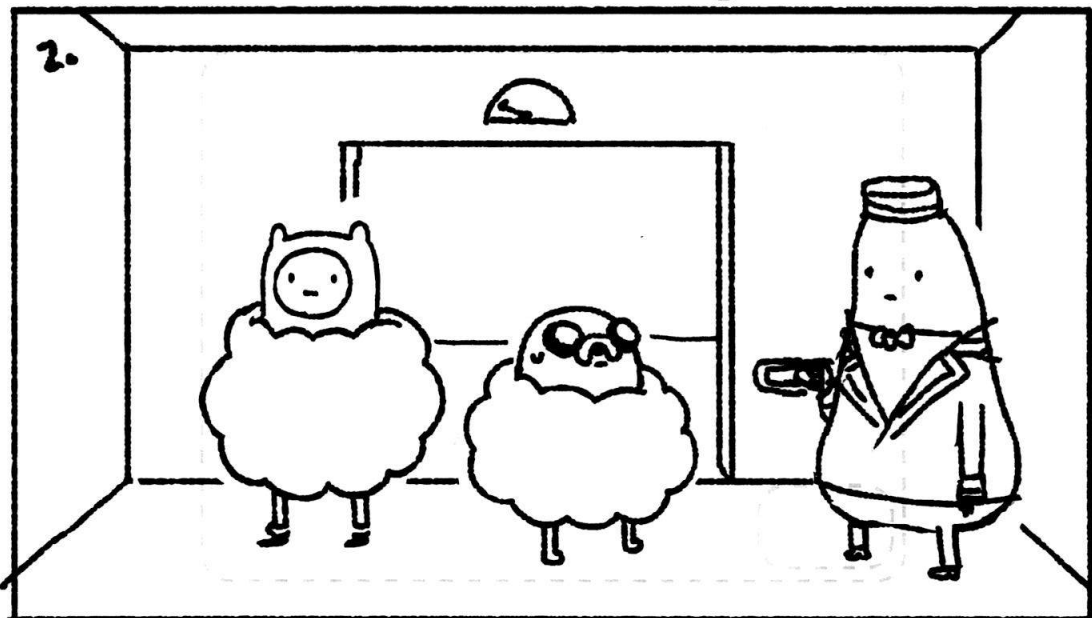
Page 175
175A NEXT
day night

Sc. 153

Pnl. A

Bg.

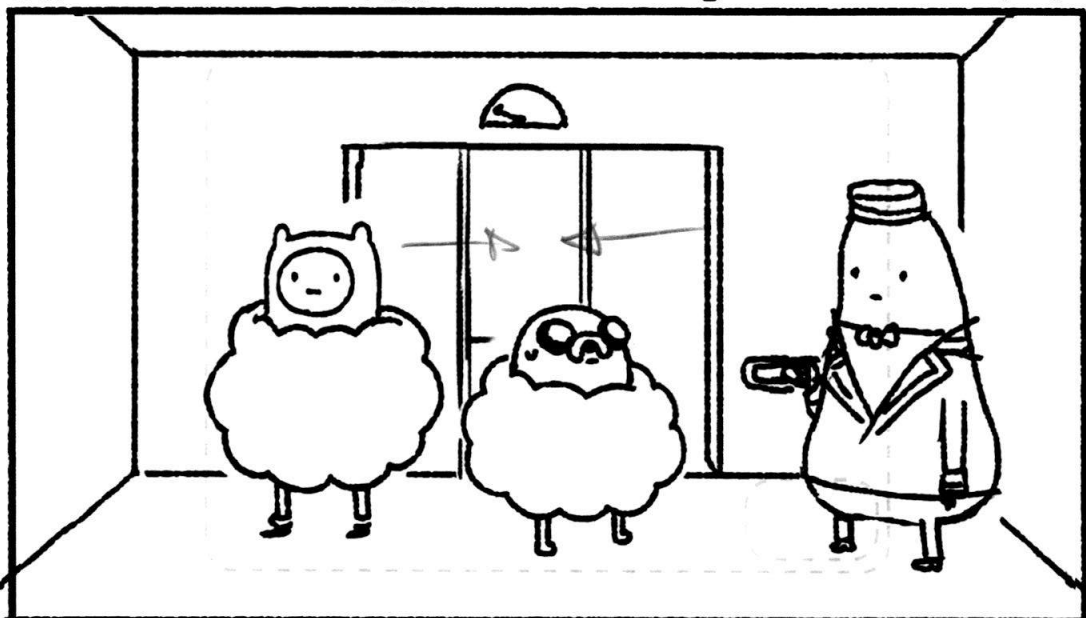
day night



Sc. 153 CONT

Pnl. B

Bg.



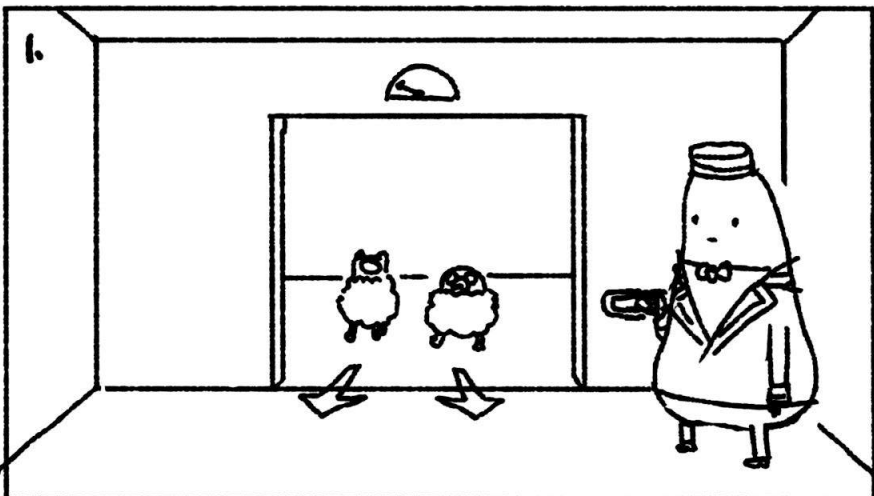
Dialog:

(A)

Action:

- F+J
ENTER
ELEVATOR.

Timing:



SFX: ♪ M-M-M-MONEY —————

JAN 14 2014

ELEVATOR version of money song is playing.

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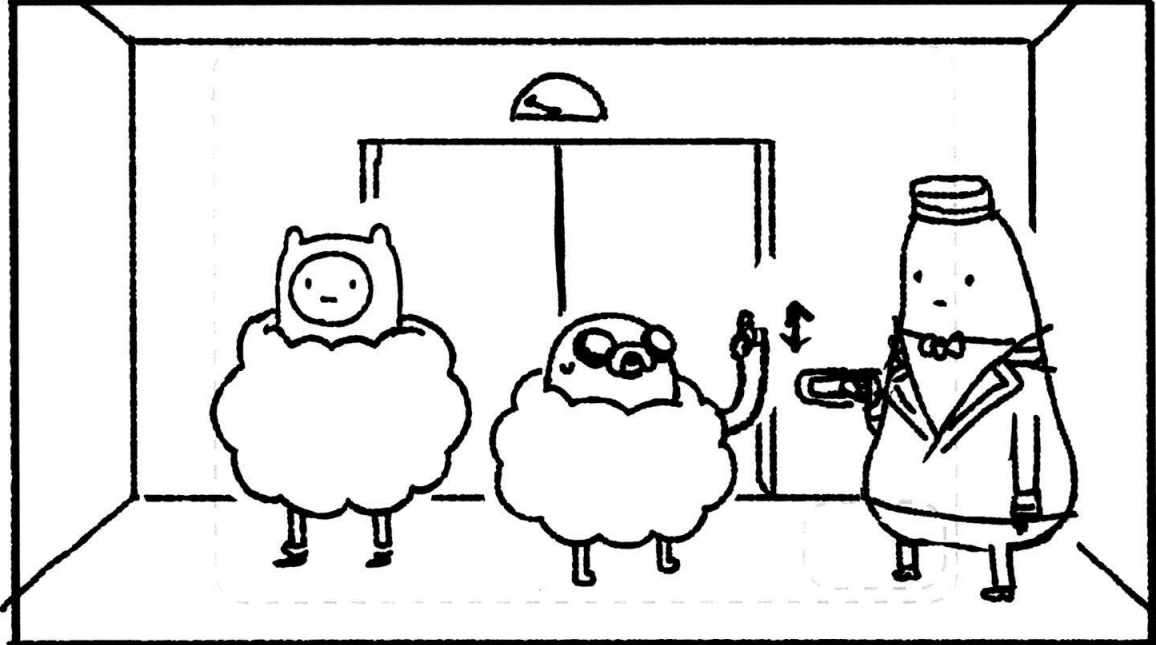
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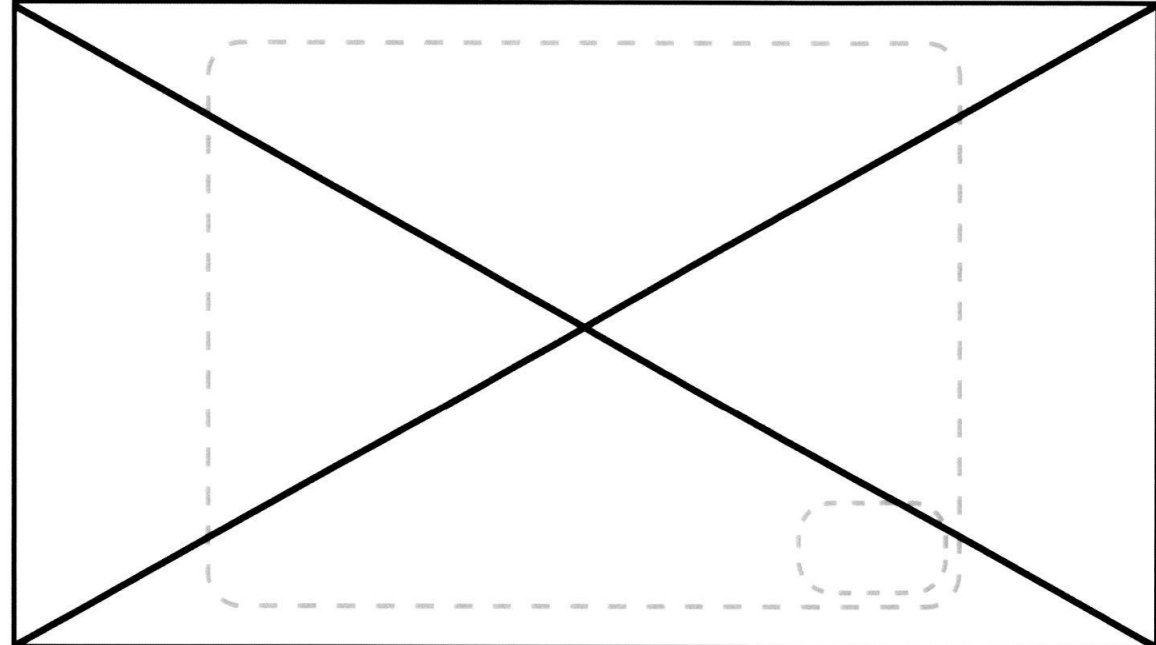
ADVENTURE TIME



Sc. 153 *CONT* Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Page 175A
176 NEXT
day night

| |
|-------------------------------------|
| Dialog: |
| Action: <i>- JAKE POINTS UP.</i> |
| Timing: |

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Production:

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ADVENTURE TIME



Page 176

Sc. 154

Pnl. A

Bg.

day night

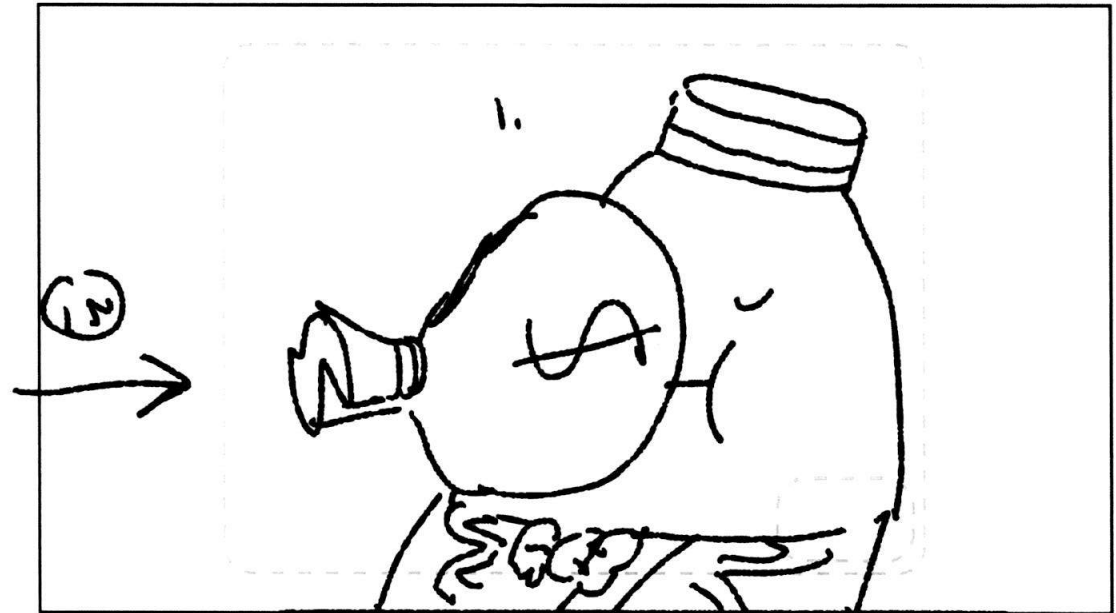


Sc. 154 cont

Pnl. B

Bg.

day night



Dialog:

Action: ELEVATOR GUY SHAKES HIS HEAD N.O.

Timing:



BNG HITS GUY IN the FACE.

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ADVENTURE TIME



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Sc. 155

Pnl. A

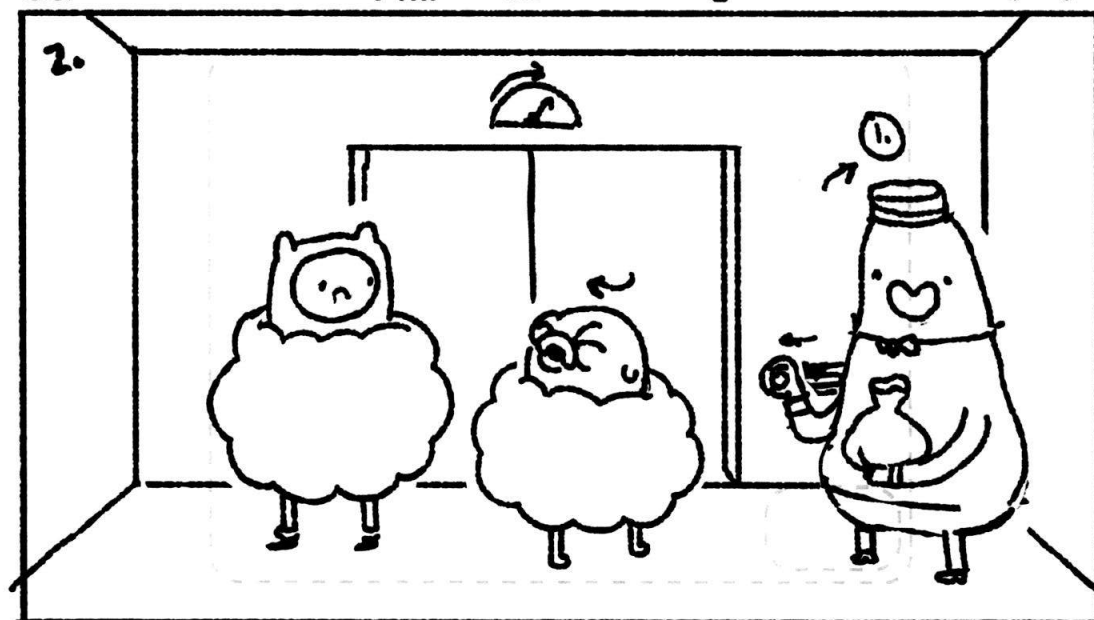
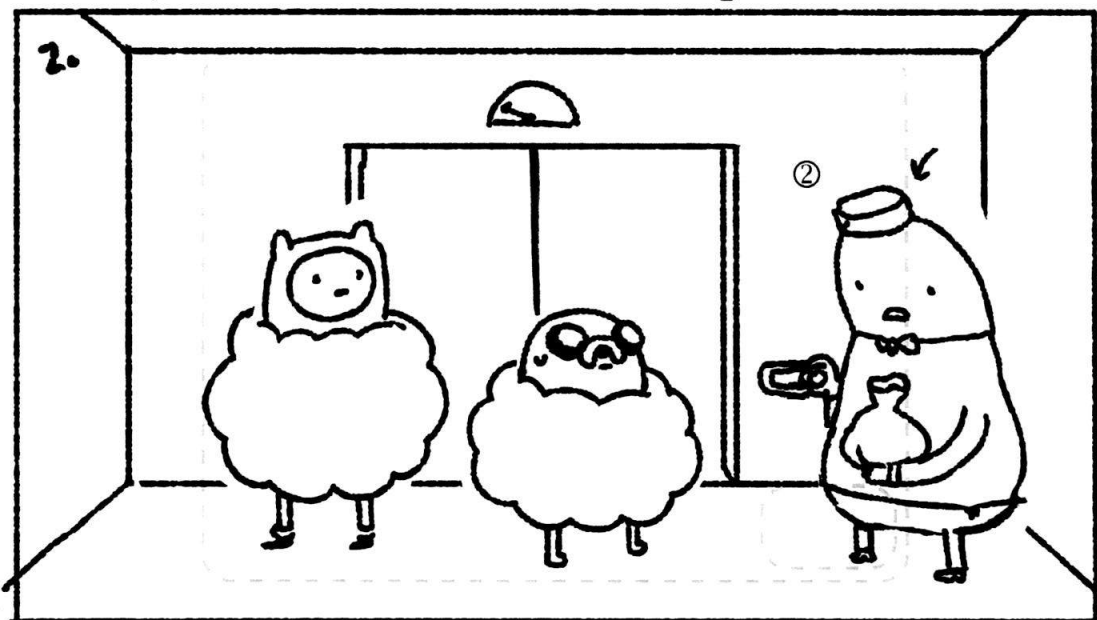
Bg.

day night

Sc. 155 CONT Pnl. B

Bg.

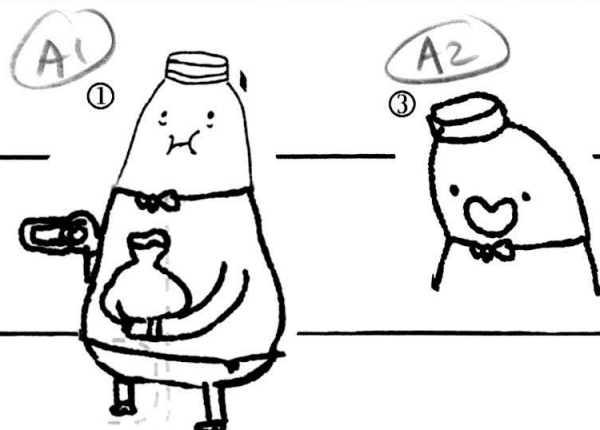
day night



Dialog:

Action:

Timing:



ELEVATOR DUDE SHAKES HEAD YES
STARTS ELEVATOR GOING UP.



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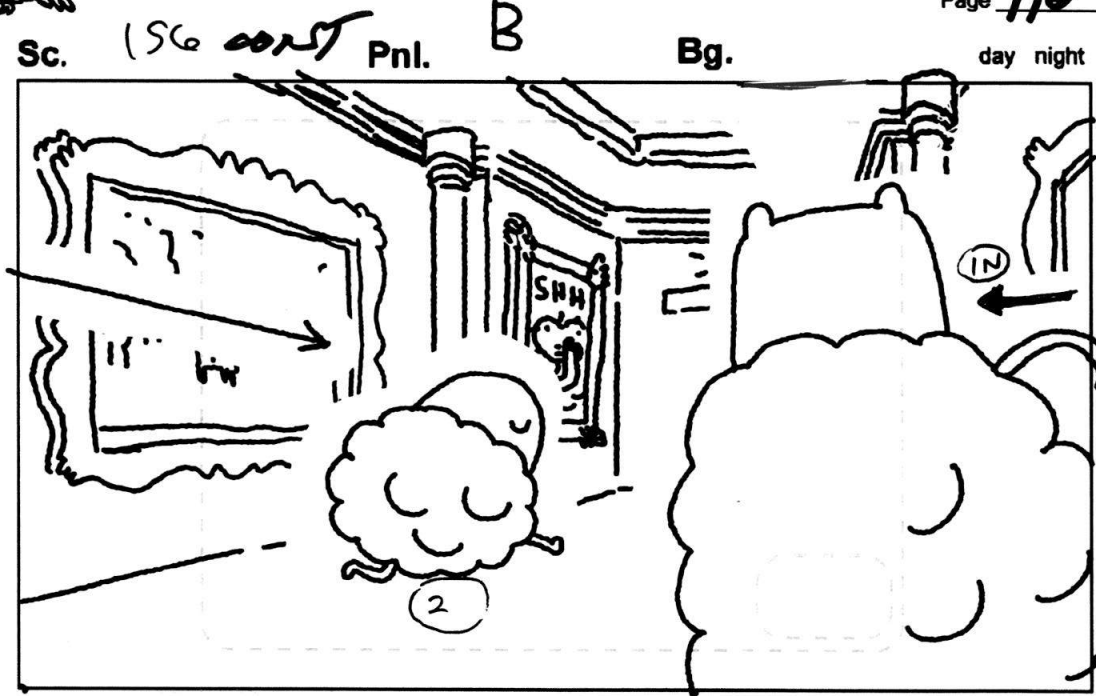
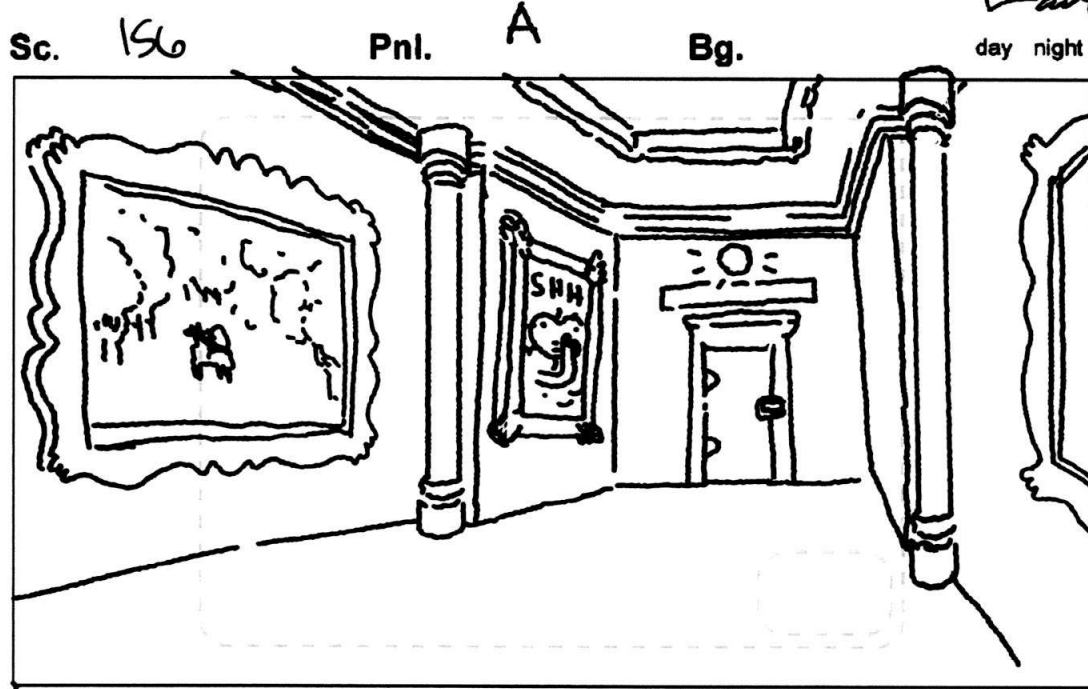
Handwritten: Hu Cut

Handwritten: Cut

ADVENTURE TIME



Page **178**



Dialog:

SFX: ↓ M-M-M- MONEEEY ↓

Action: PAUCE Gets more opulent the deeper they get in. Door is like a door to

Timing: A KITCHEN WALK IN FREEZER.

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ADVENTURE TIME

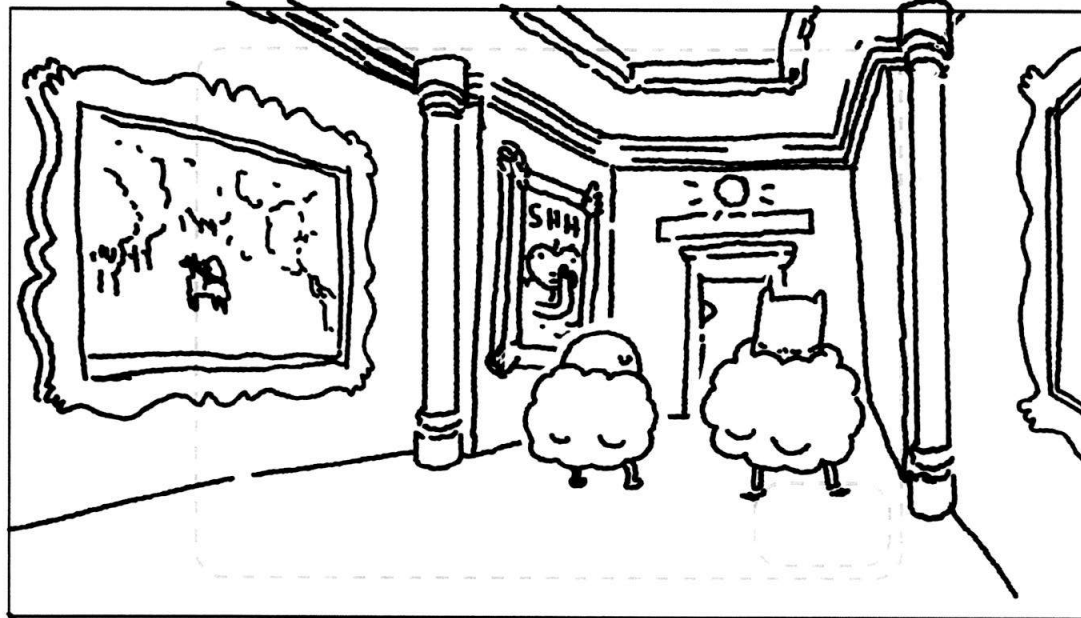


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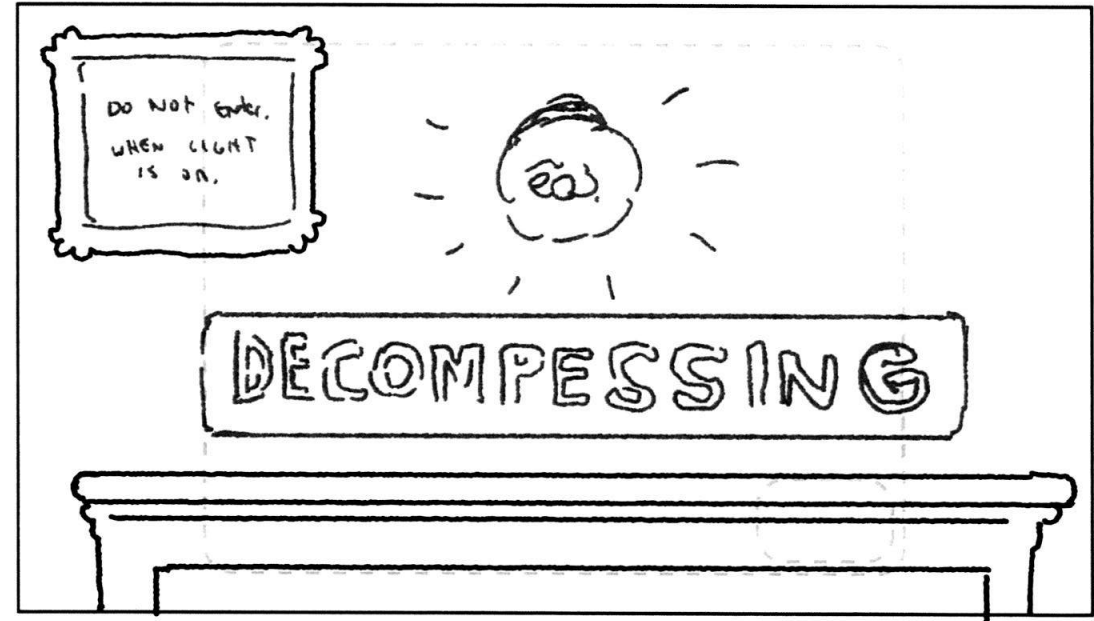
Page **179**

Handwritten signature

Sc. *156 cont* Pnl. *C* Bg. day night



Sc. *157* Pnl. *A* Bg. day night



| | |
|---------|---|
| Dialog: | |
| Action: | <p>- F+J STOP IN FRONT OF DOOR.</p> <p>- RED LIGHT IS ON.</p> |
| Timing: | JAN 14 2014 |

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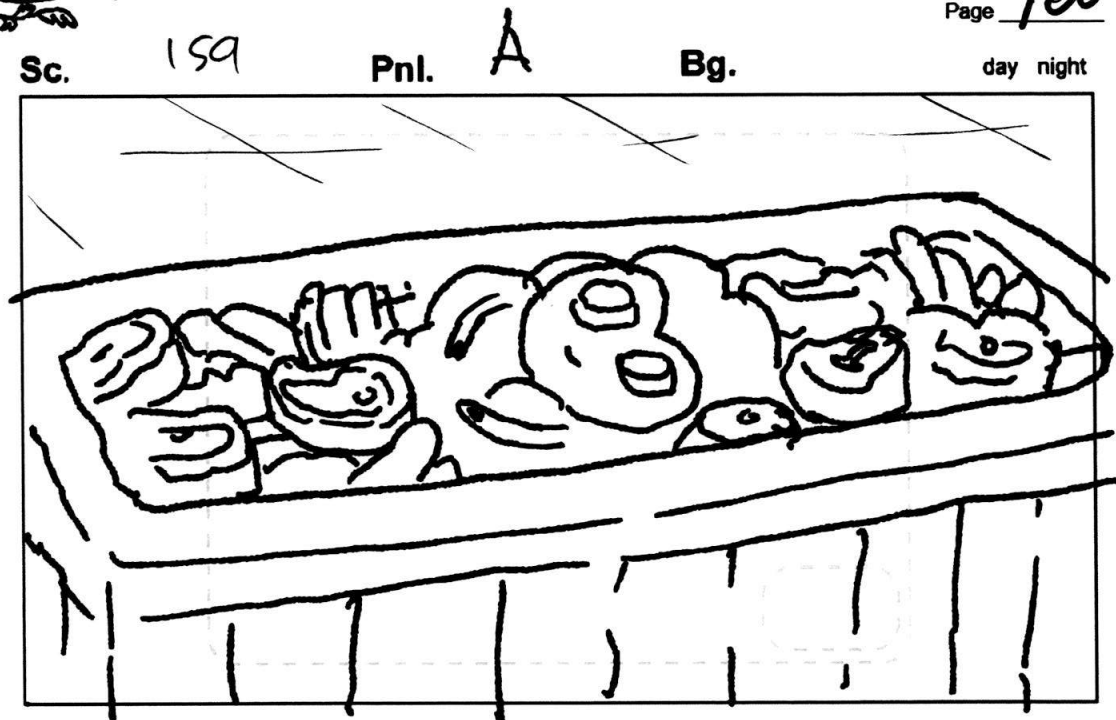
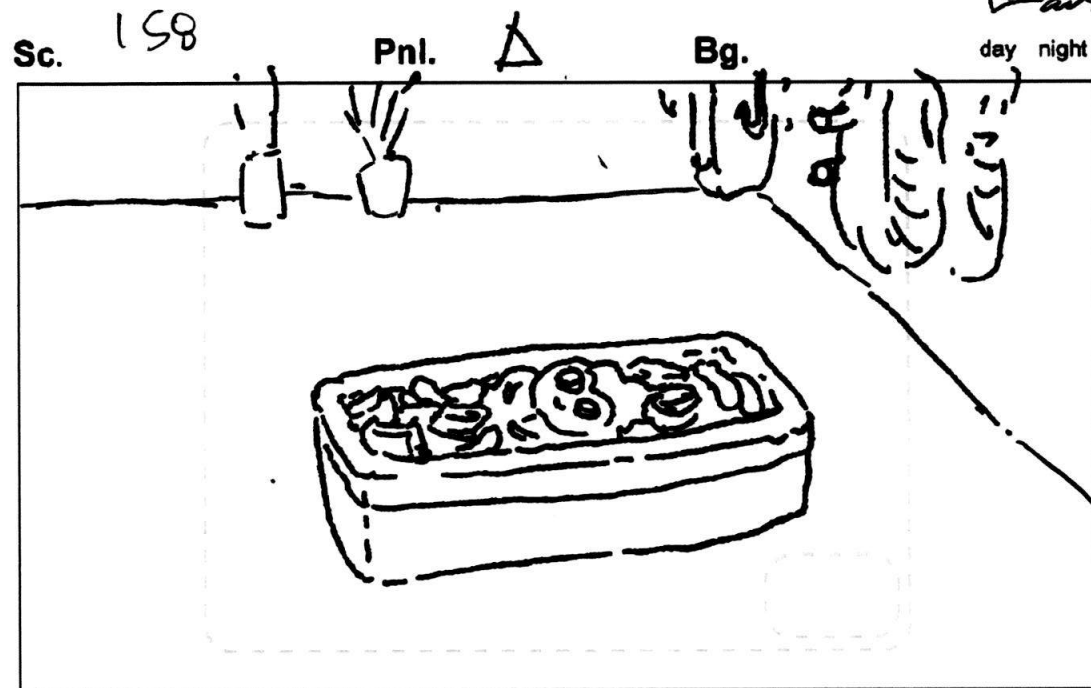
Cut

ADVENTURE TIME



HW
Cut

Page 100



Dialog:

SFX: * MMM-MONEEY *

Action: WILD BERRY PRINCESS IS RELAXING IN A
VAT OF MEAT. SHE HAS LITTLE FILLETS
ON HER EYES.

Jump cut.

JAN 14 2014

Timing: CLASSICAL VERSION OF THE MONEEY SONG IS
PLAYING. ROOM IS LIKE FANCY
MEAT LOCKER WITH SLABS OF MEAT PLAYING.

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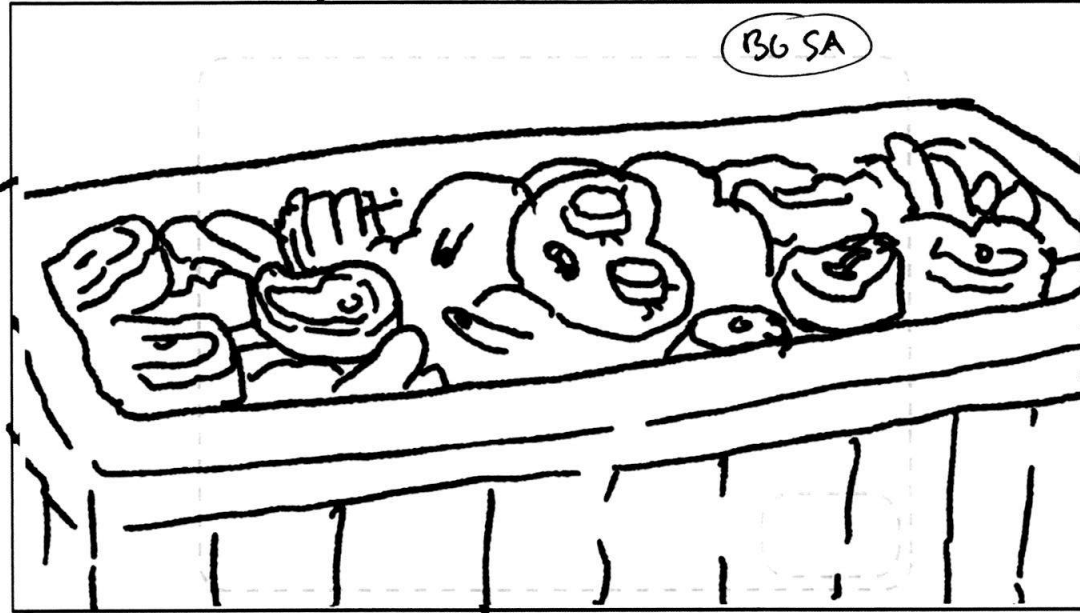
1025/171

ADVENTURE TIME

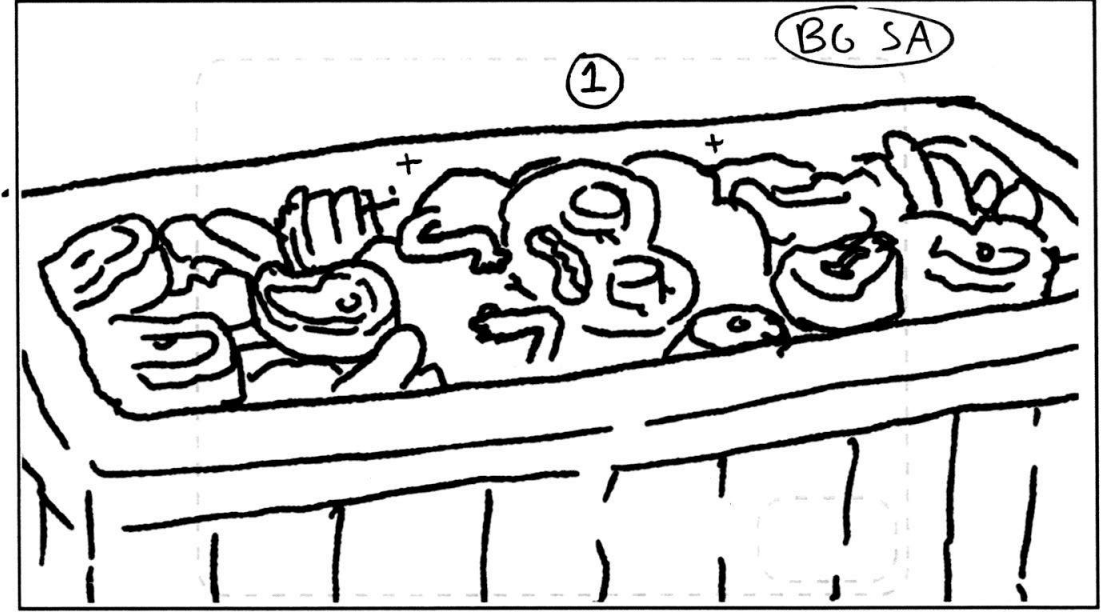


Page 181

Sc. 159 *cont* Pnl. B Bg. day night



Sc. 159 *cont* Pnl. C Bg. day night



Dialog:

(o/s)
SFX / THUD...

WB: (SOFT GRUMBLE)

Action:

WB FROWNS

Timing:



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Production :

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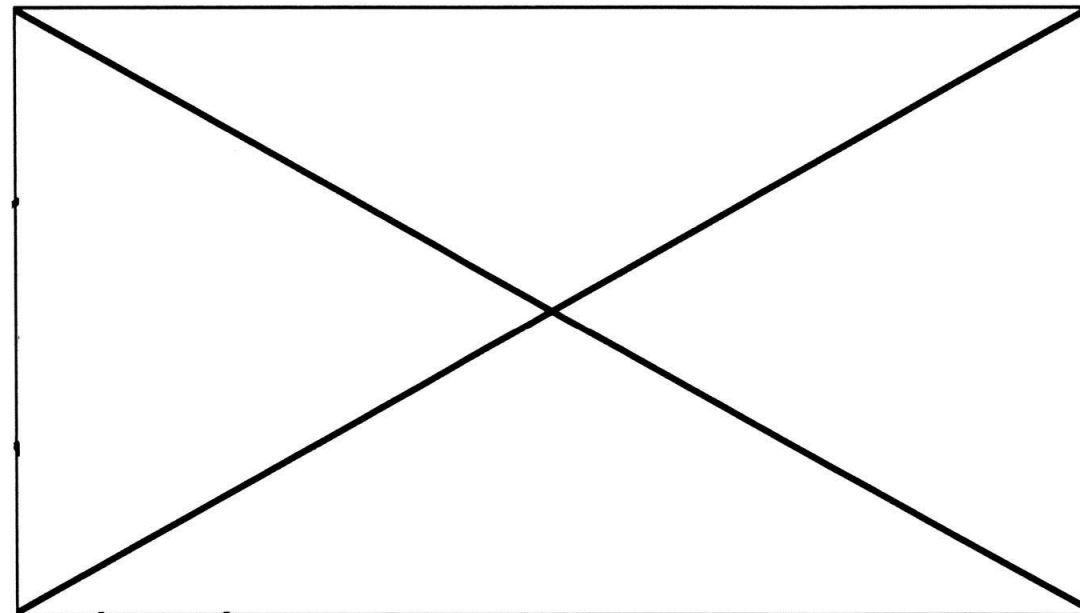
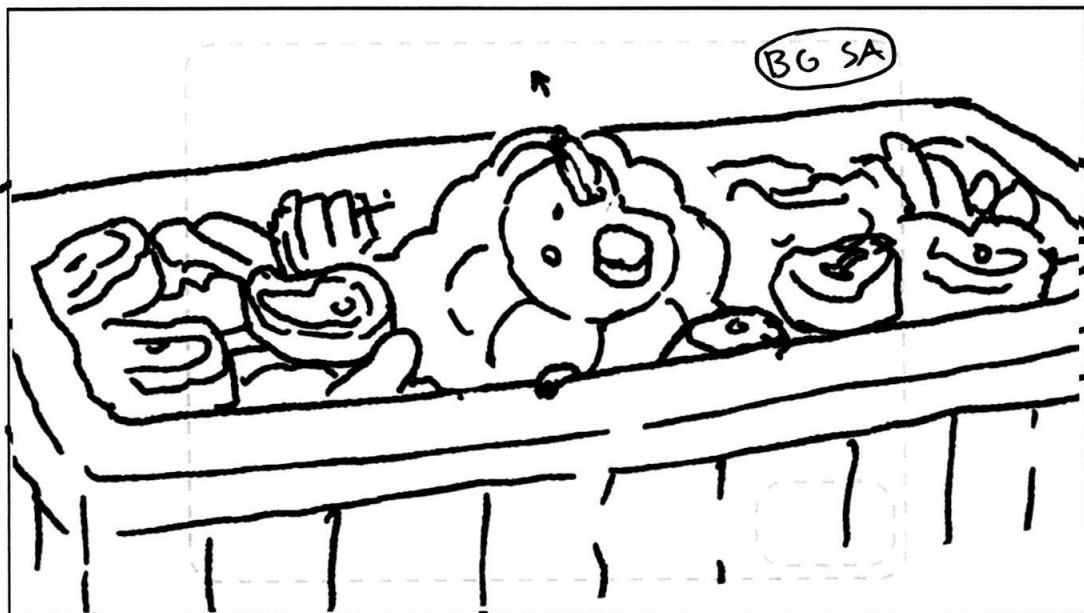
ADVENTURE TIME



Cont

Page 182

Sc. 159 cont Pnl. D Bg. day night Sc. Pnl. Bg. day night



Dialog:

SFX/THUD THUD THUD!
WB / Grrr:

Action:

- WB LOOKS UP AND LIFTS FILLET OFF EYE.

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Timing:

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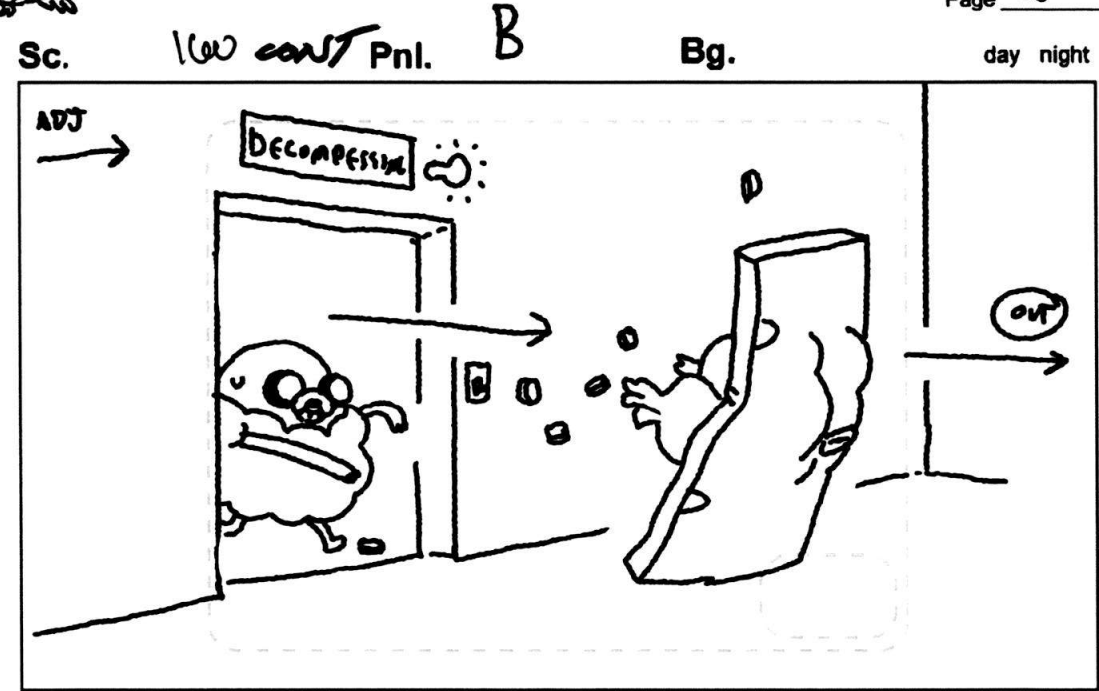
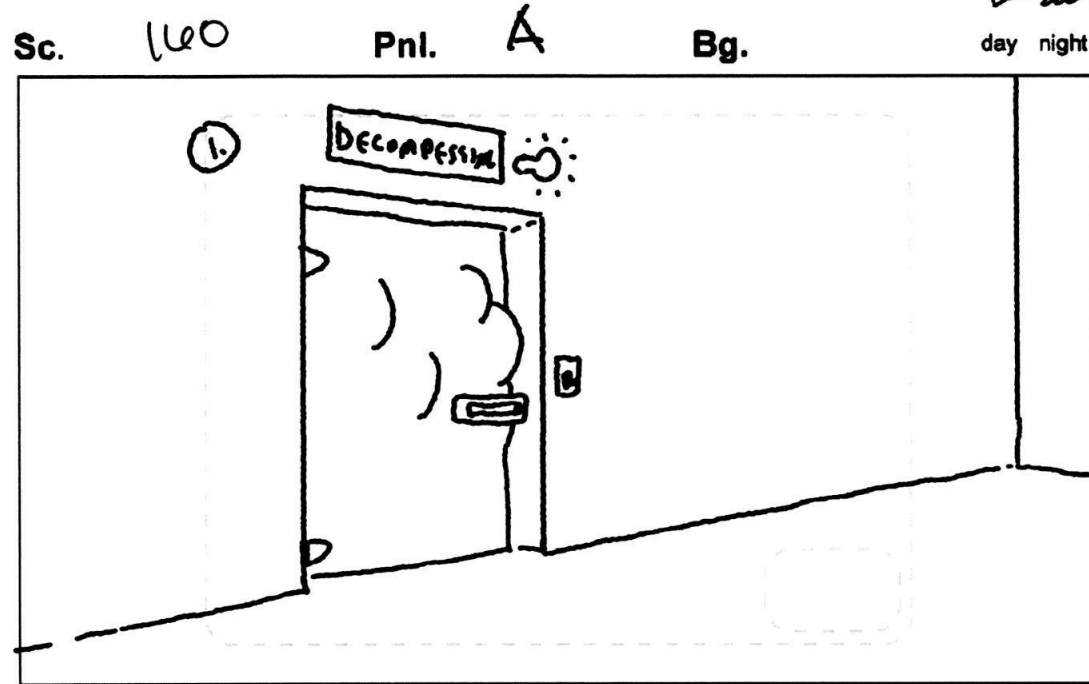
1025/171

Cut

ADVENTURE TIME



Page 183



Dialog:

SFX/ THUD! THUD!

Action: Door BULGES out
with EVERY HIT.

Timing:



SFX/ THUD!

- J THROWS MONEY BAGS
AT DOOR.

JAN 14 2014

1025 - 171

EPISODE #

1025/171

Production :

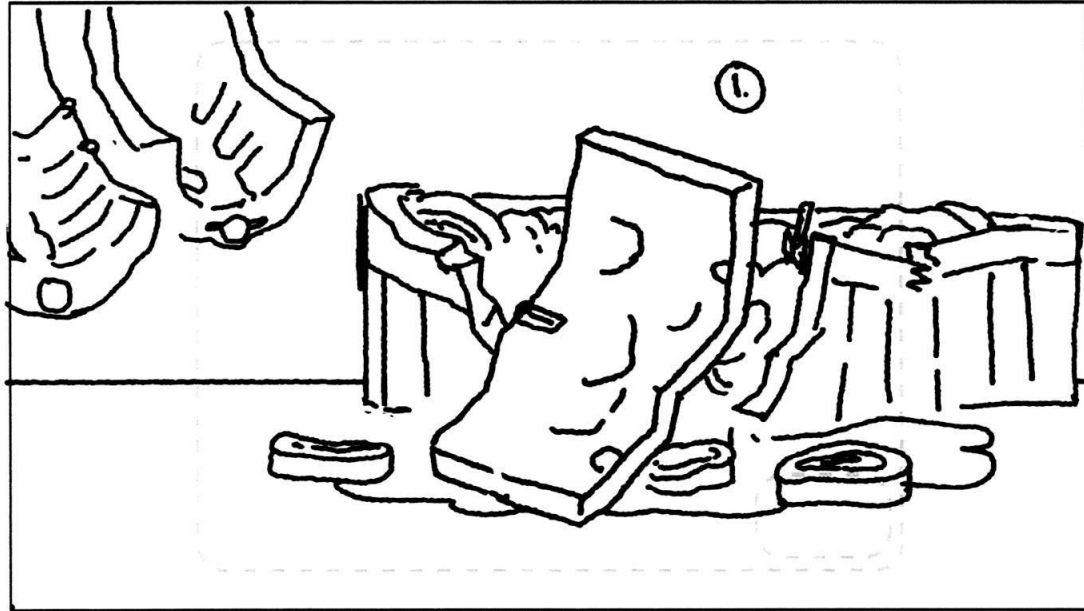
1025/171



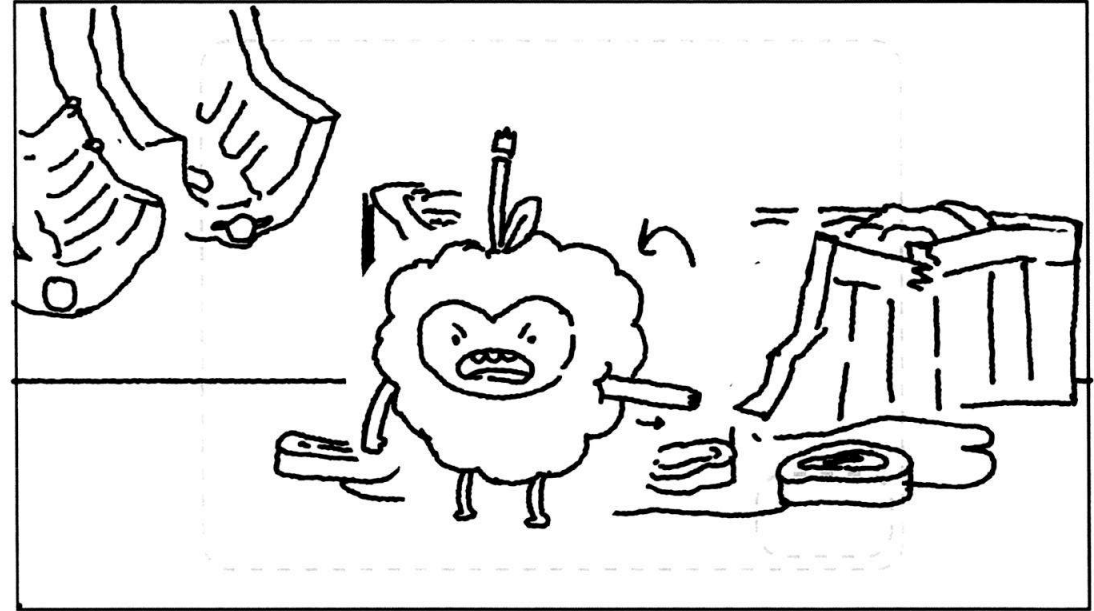
ADVENTURE TIME

Page 104

Sc. 101 Pnl. A Bg. day night



Sc. 101 CONT Pnl. B Bg. day night

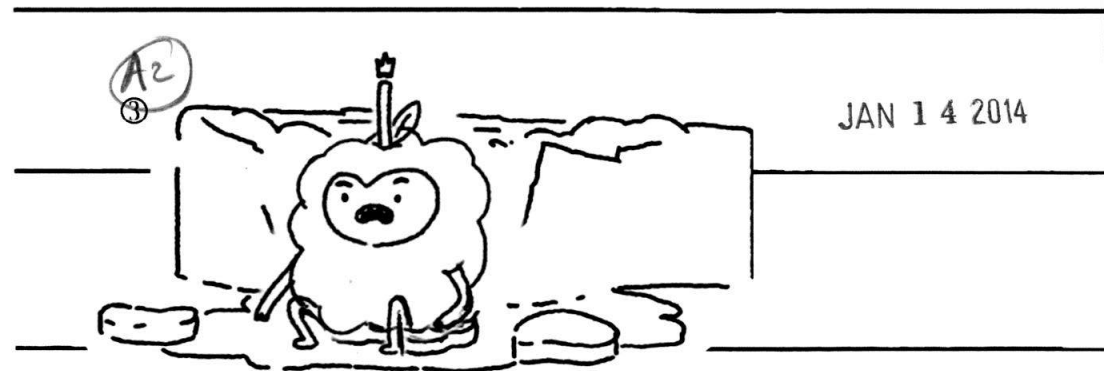
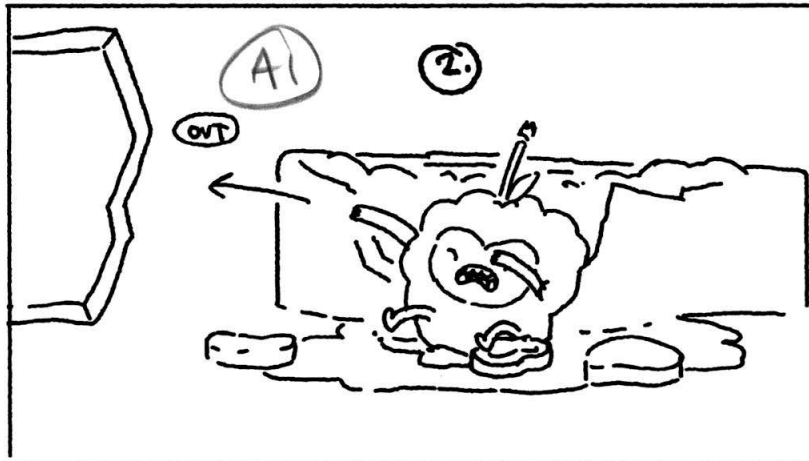


Dialog: WBP/ FINN & JAKE..?

WBP/ YOU'RE INTERRUPTING MY MEAT BATH!

Action:

Timing:



JAN 14 2014

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EPISODE #

1025/171

Production :

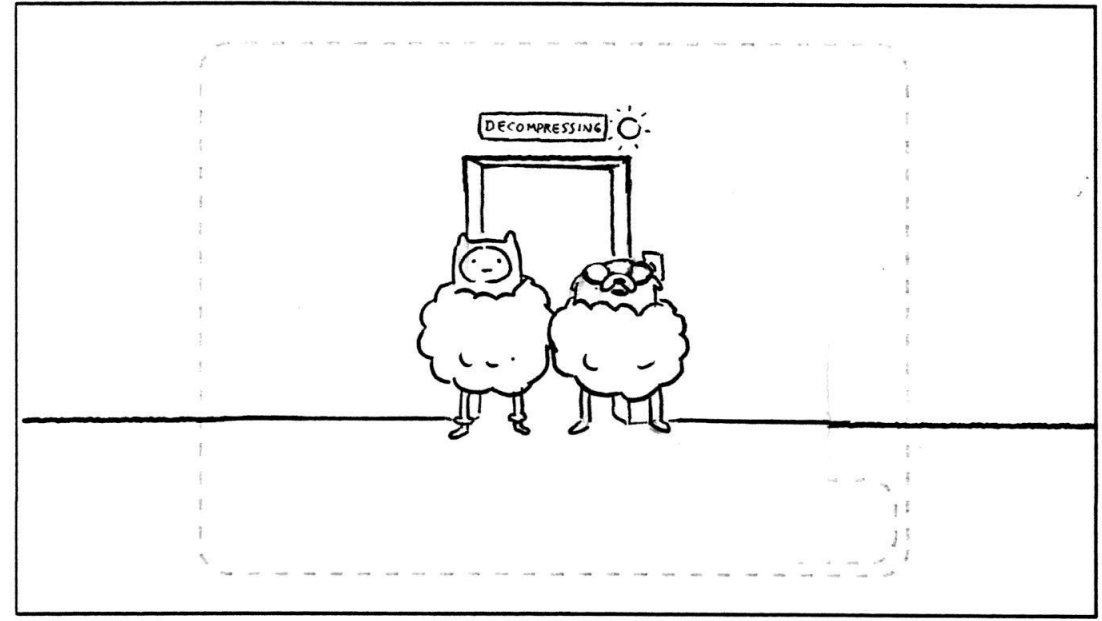
1025/171

Cut

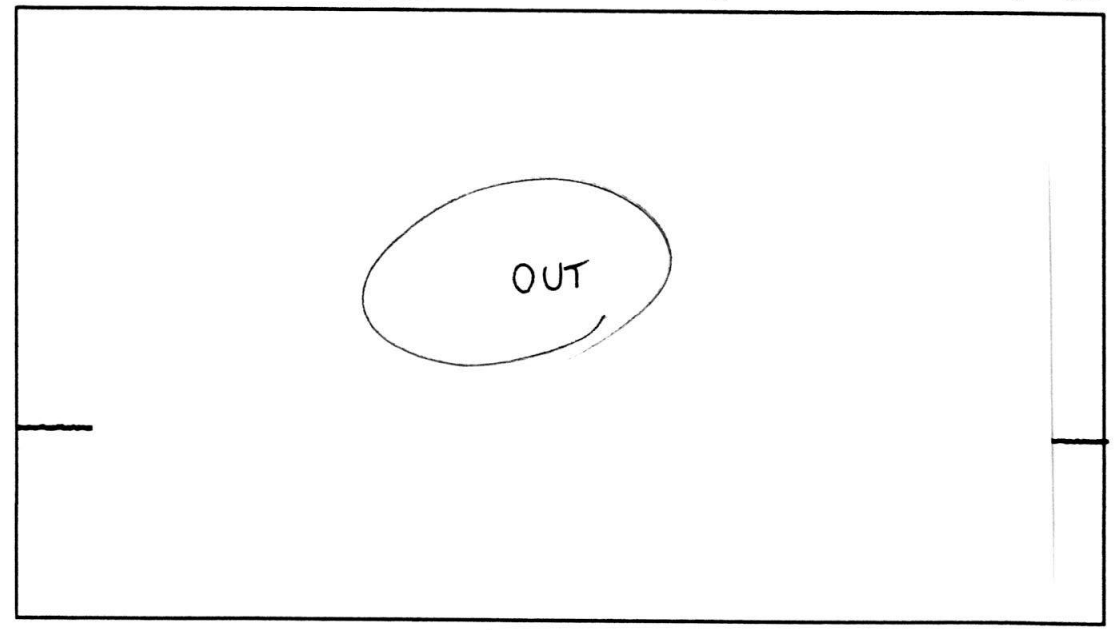
ADVENTURE TIME



Sc. 162 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



| | |
|-----------------------|----------|
| Dialog: | |
| <u>J/ PRINCESS...</u> | <u>1</u> |
| Action: | |
| JAN 14 2014 | |
| Timing: | |

1025/171

1025 - 171

EPISODE #

1025/171

Production :

1025/171

ADVENTURE TIME

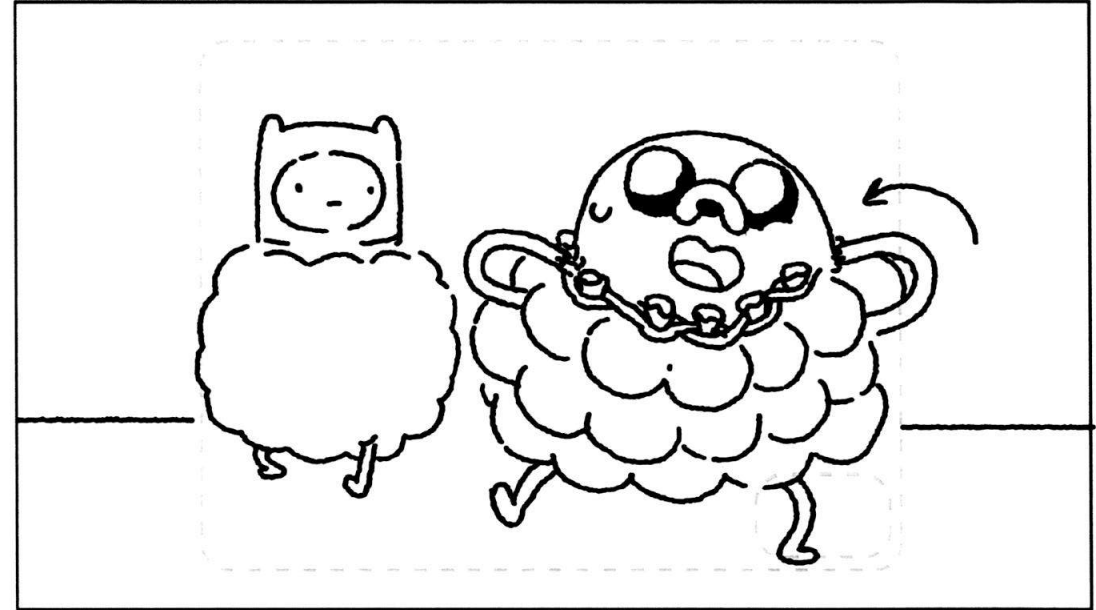
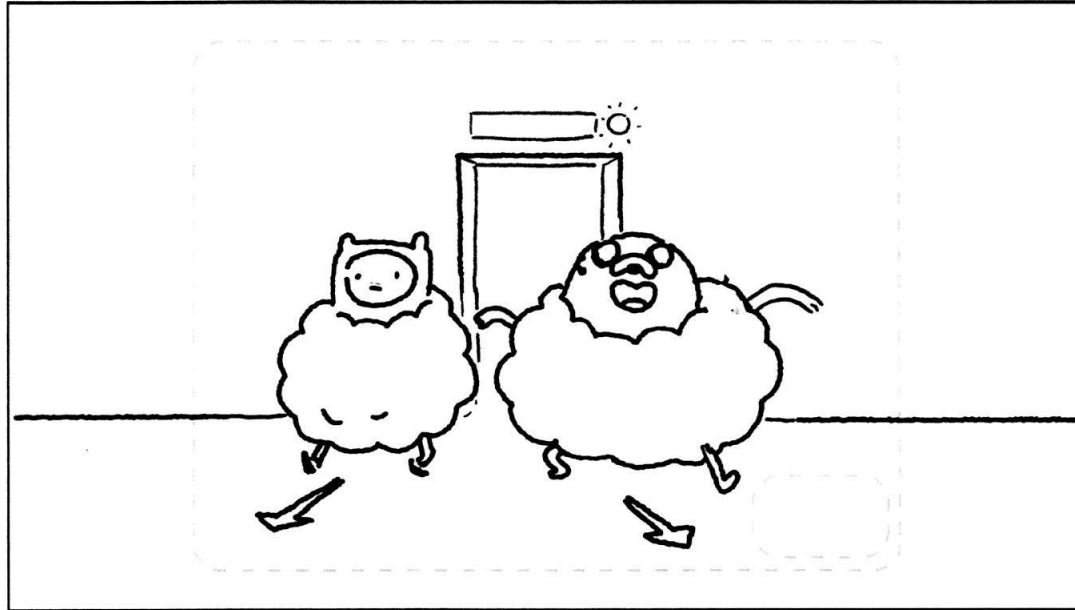


Page 185A
186 NEXT
 day night

Sc. 162 CONT Pnl. B Bg.

day night

Sc. 162 CONT Pnl. C Bg.



Dialog:

J : YOU READY --

J/. TO EARN ALL THIS ...

Action:

Jake reaches up and Grabs the Rope holding the Bags up.

JAN 14 2014

Timing:

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EPISODE #

Production :

1025/171

1025/171

1025/171

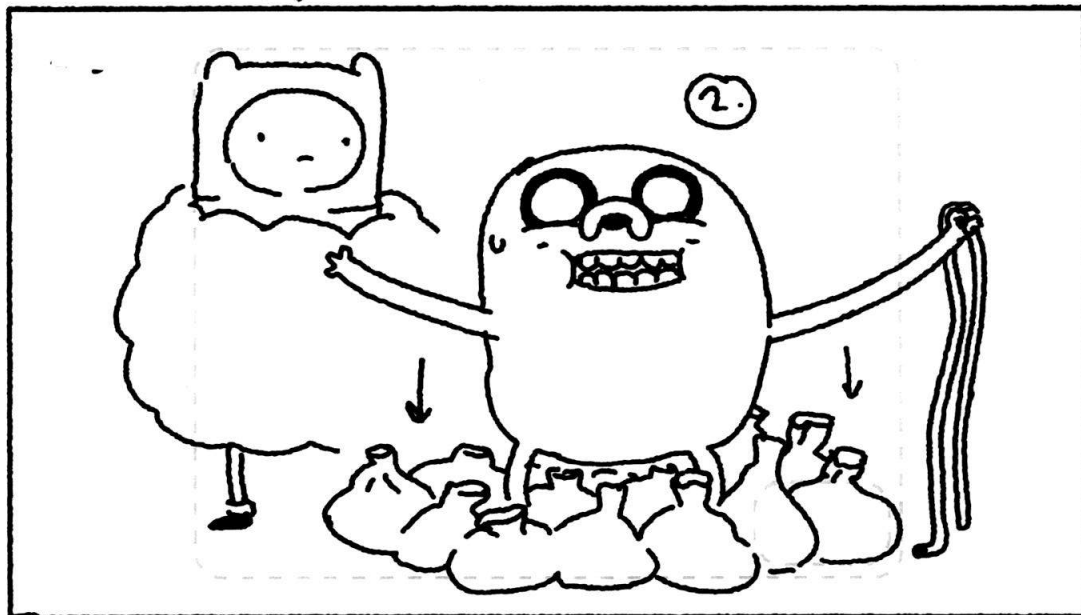
ADVENTURE TIME



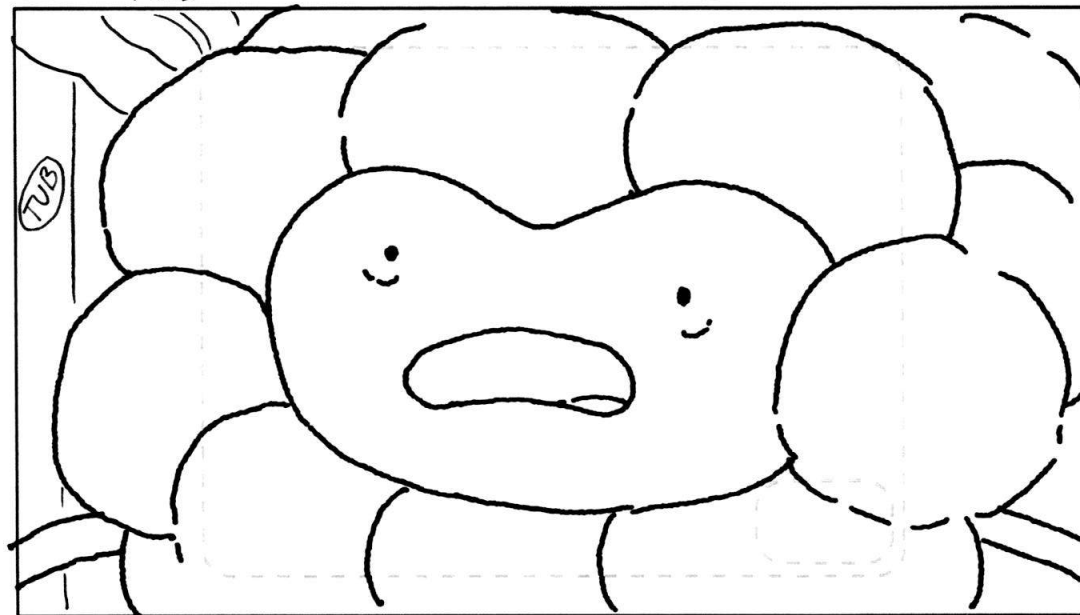
Cut

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Sc. 162 cont Pnl. D Bg. day night



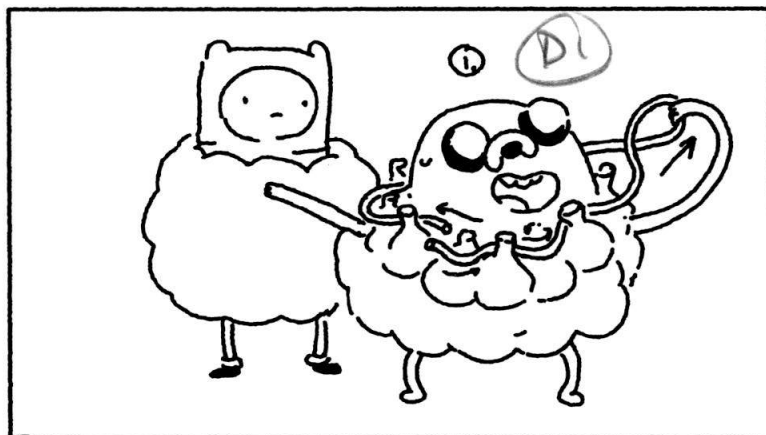
Sc. 163 Pnl. A Bg. day night



Dialog: J/ ... C Y Y Y A S H.

Action: Jake yells money, money falls to the ground.

Timing:



WBP/ (FIABBER GASTED) WHA ?

JAN 14 2014

Production :

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1025/171

1025/171

1025/171

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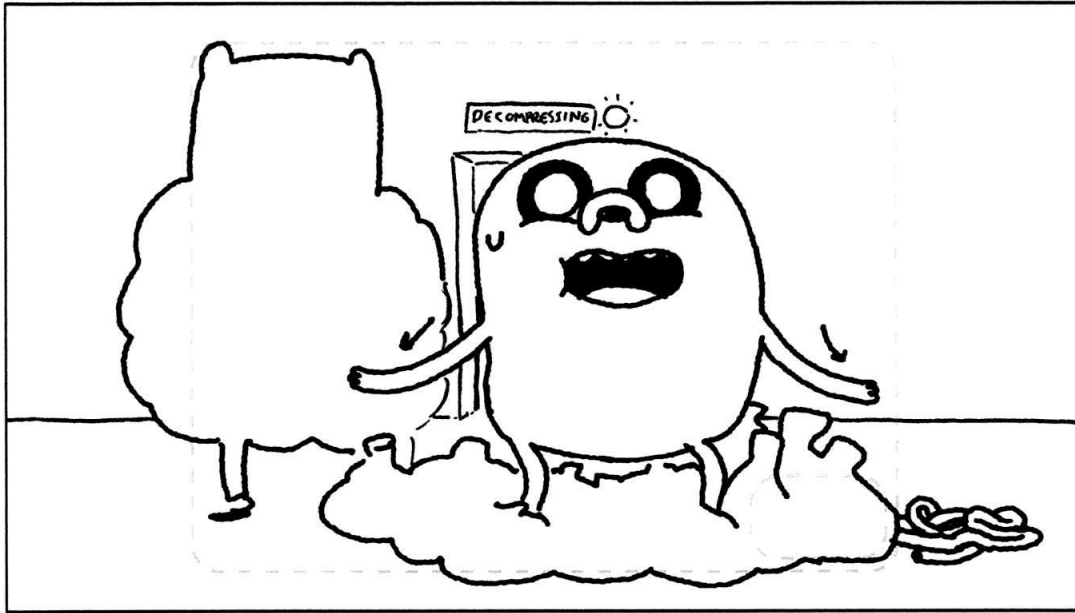
Cut

ADVENTURE TIME

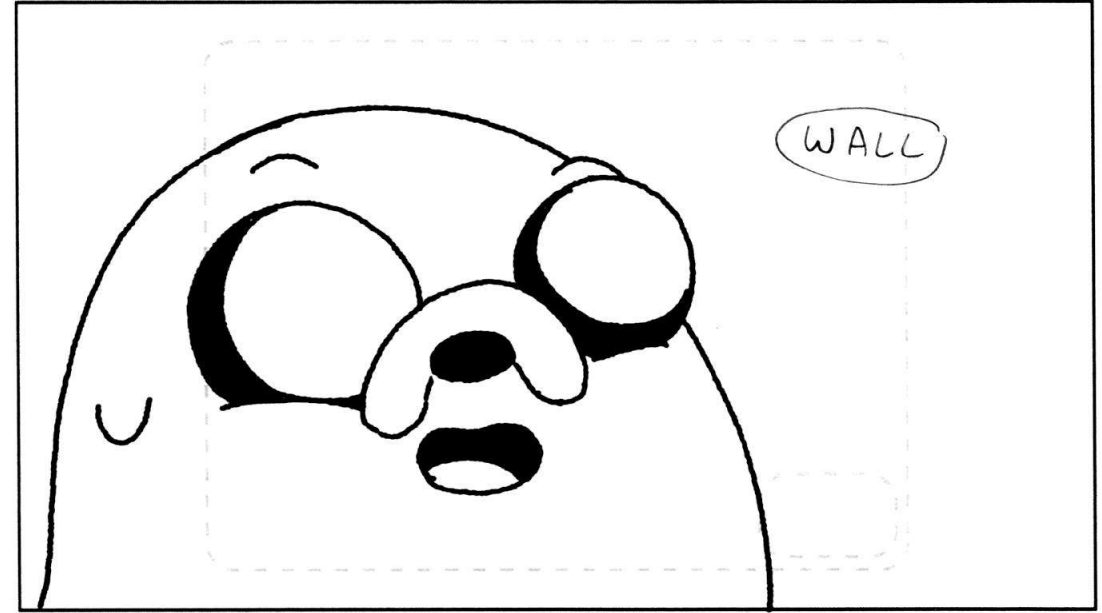


HW
Cut

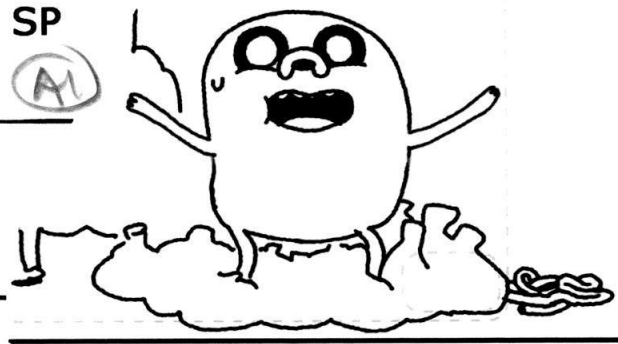
Sc. 144 Pnl. A Bg. day night



Sc. 145 Pnl. A Bg. day night



| | |
|---|------------------|
| Dialog: | |
| J/ ALL OF THIS SWEET SWEET CRUNKLE IS YOURS... | J/ <u>IF</u> ... |
| Action: | |
| SP (A) | |
| Timing: | |
| JAN 14 2014 | |



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EPISODE #
1025/171
Production :

1025/171

ADVENTURE TIME



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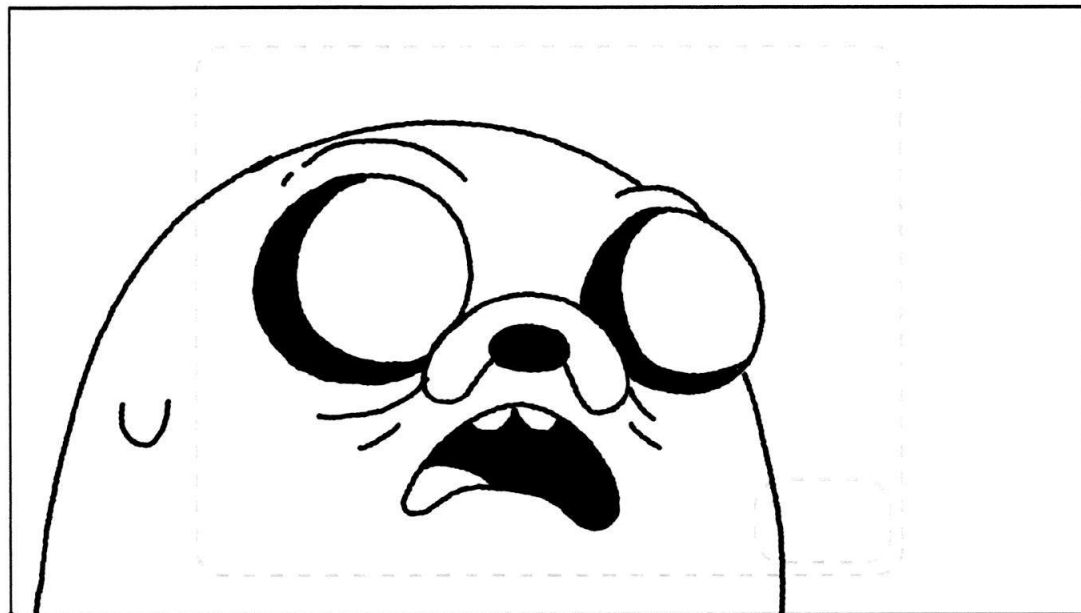
Art

Sc. 165 cont Pnl. B Bg.

day night

Sc. 165 cont Pnl. C Bg.

day night



Dialog:

J/... YOU LET ME ...

J/... SIT ON YOUR HEAD.

Action:

- J. HOLDS UP TINY STOOL. JAN 14 2014

Timing:



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EPISODE #

1025 / 171

Production :

1025 / 171

1025 / 171

ADVENTURE TIME



Page 189
189A NEXT
 day night

Sc. 166

Pnl. A

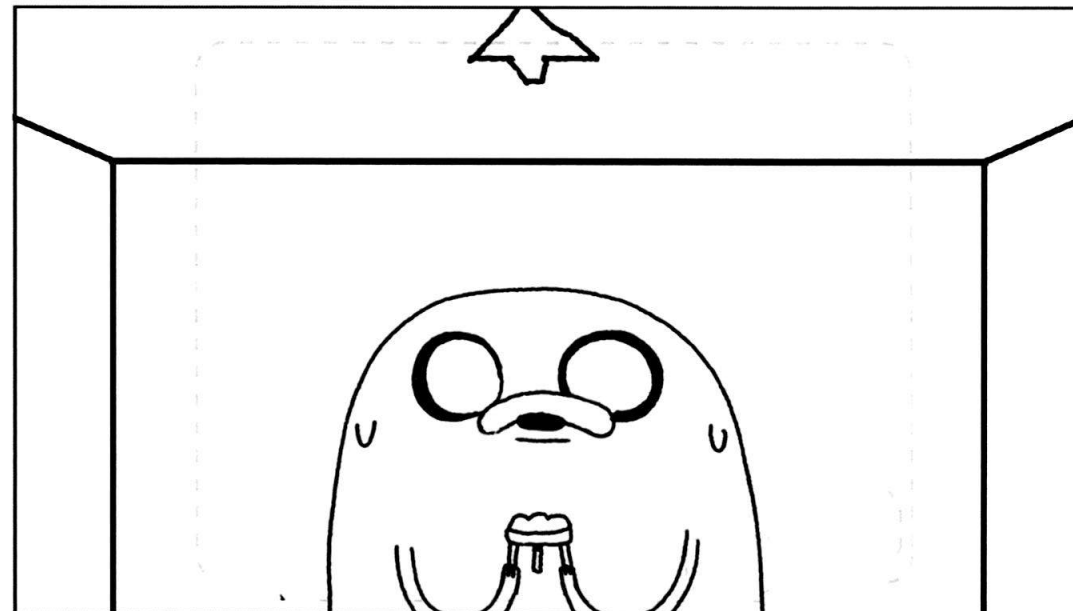
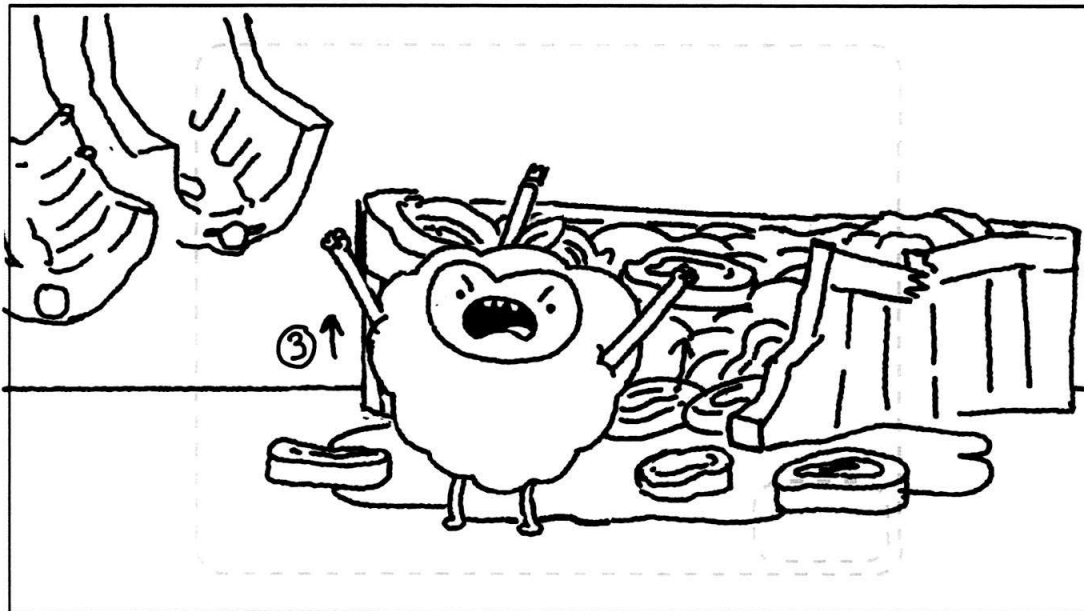
Bg.

day night

Sc. 167

Pnl. A

Bg.



Dialog:

WBP/ GET OUTTA HERE!!!

Jake: Psssh.... No one can say no to -

Action:

Jake slowly walks towards the camera

SP

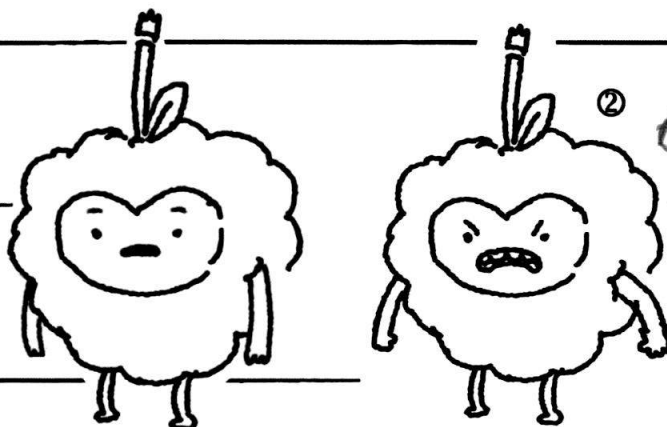
AU

2

A2

Timing:

JAN 14 2014



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EPISODE #

1025/171

Production :

1025/171

1025/171

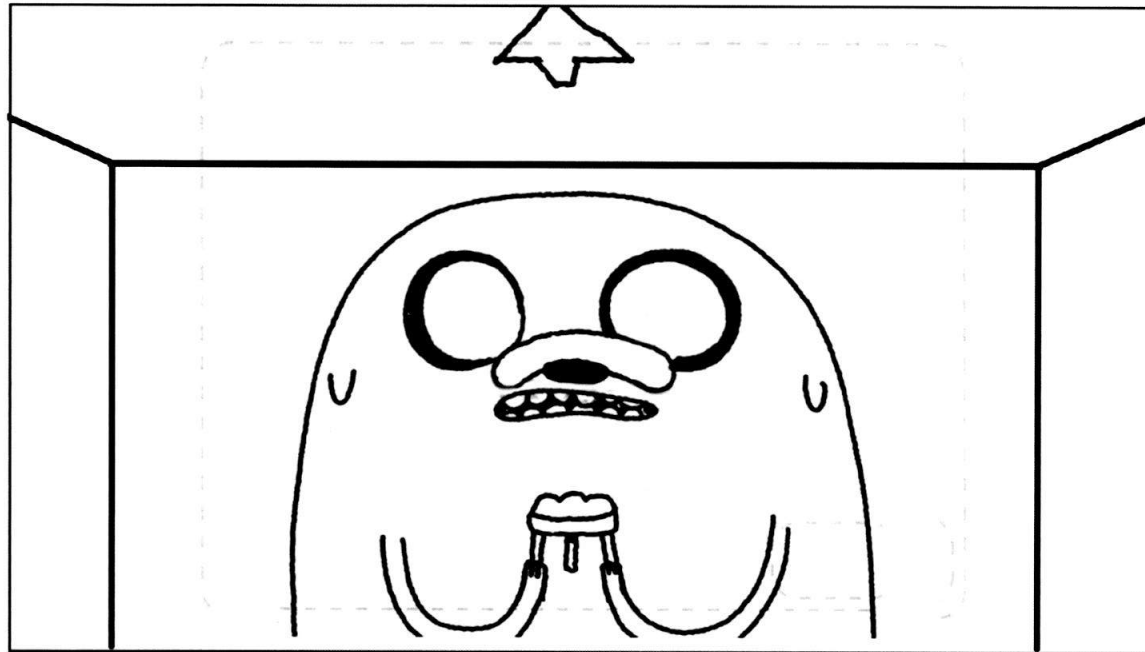
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1025/171

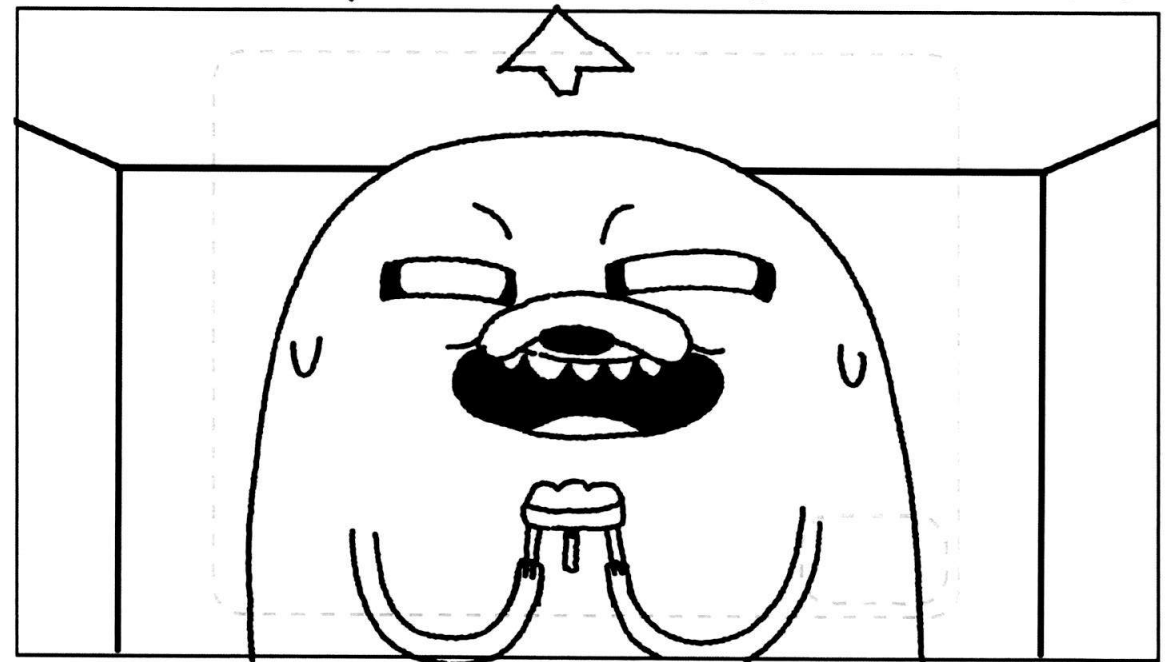
ADVENTURE TIME



Sc. 167 *cont* Pnl. B Bg. day night



Sc. 167 *cont* Pnl. C Bg. day night



Page 189A
190 NEXT
day night

Dialog:

J/ - this much dinero!

Action:

JAN 14 2014

Timing:

EPISODE #
1025/171

Production:

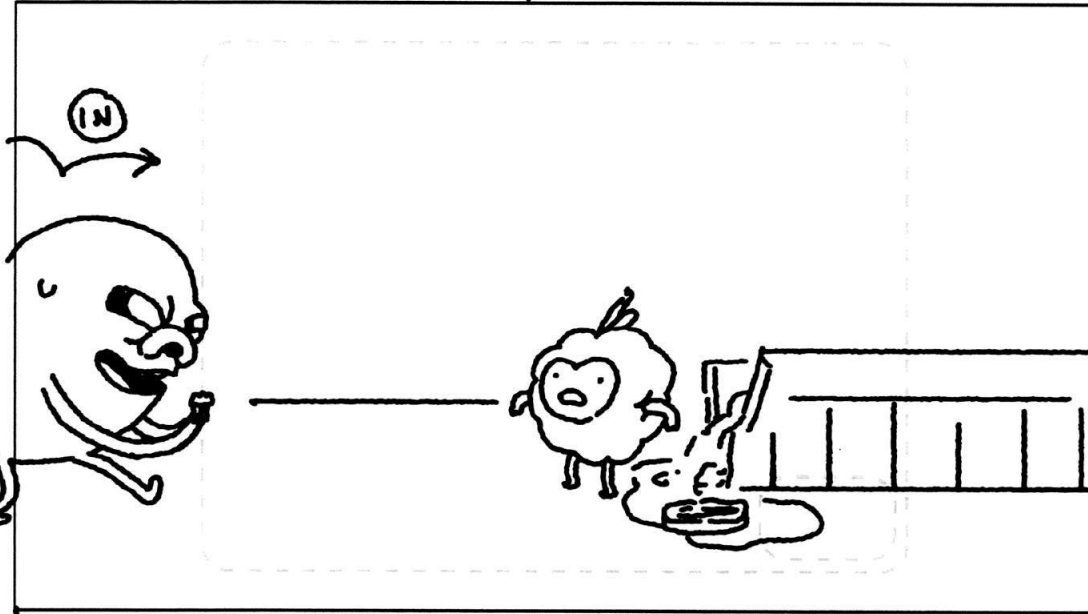
1025/171

ADVENTURE TIME

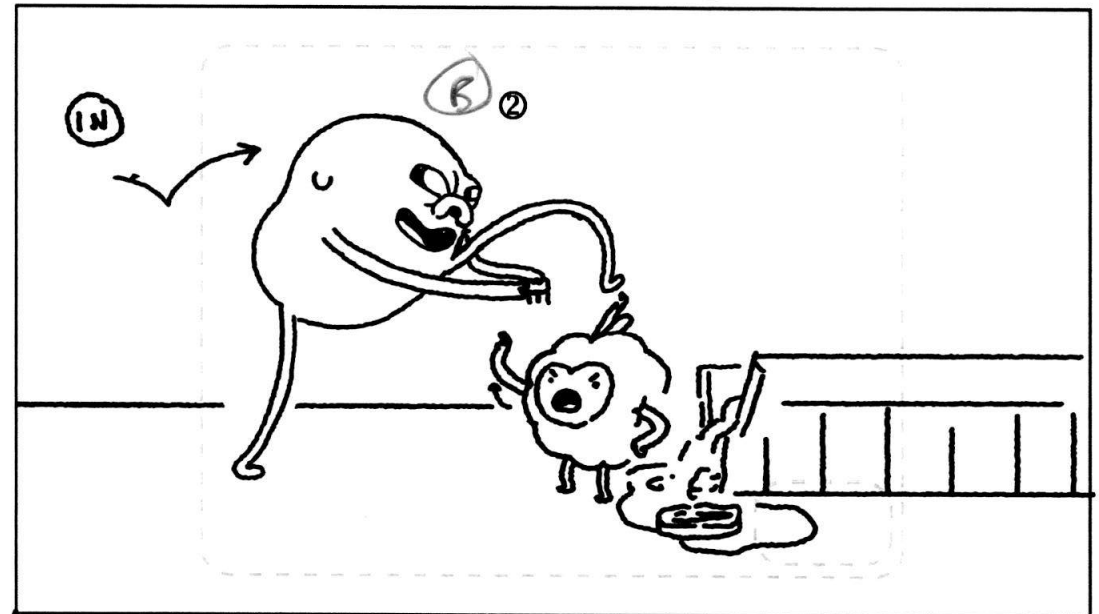


Page 190

Sc. 168 Pnl. A Bg. day night



Sc. 168 *cont* Pnl. B Bg. day night



Dialog:

J/m-m-m-money.

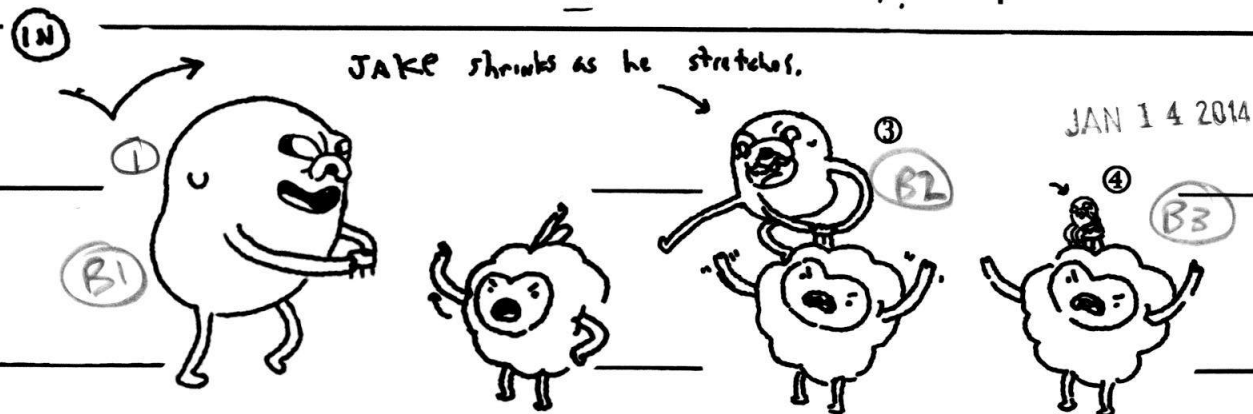
WBP/ JAKE I'm WARNING YOU.

J/m-m-m-money. *repeat*

Action: JAKE WALKS slowly toward WBP.

JAKE shrinks as he stretches.

Timing:



1025 - 171

EPISODE #

1025/171

Production :

1025/171

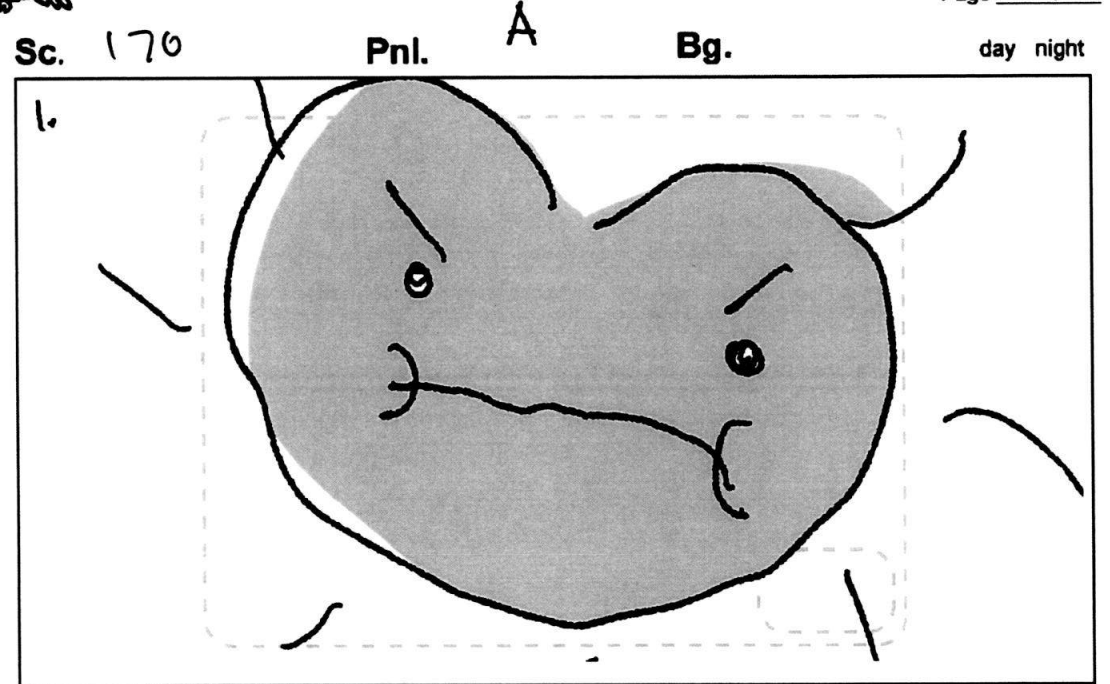
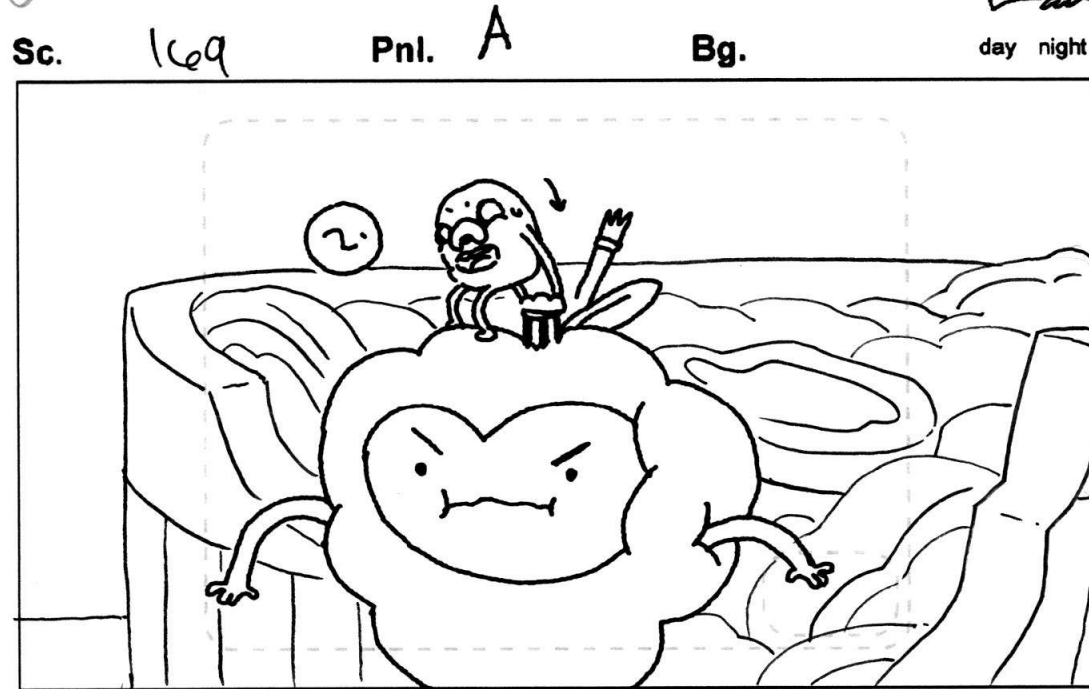
Ho
Cut

ADVENTURE TIME



Page 191

Ho
Cut



Dialog:

J/ m-m-m-money.

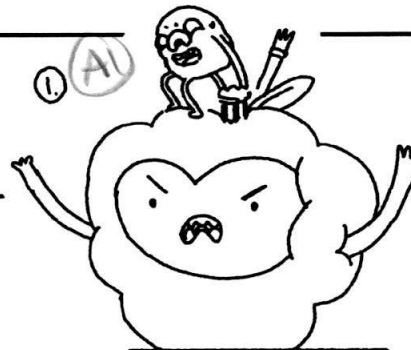
WBP / GRRR

J/ m-m-m-money.
repeat in background

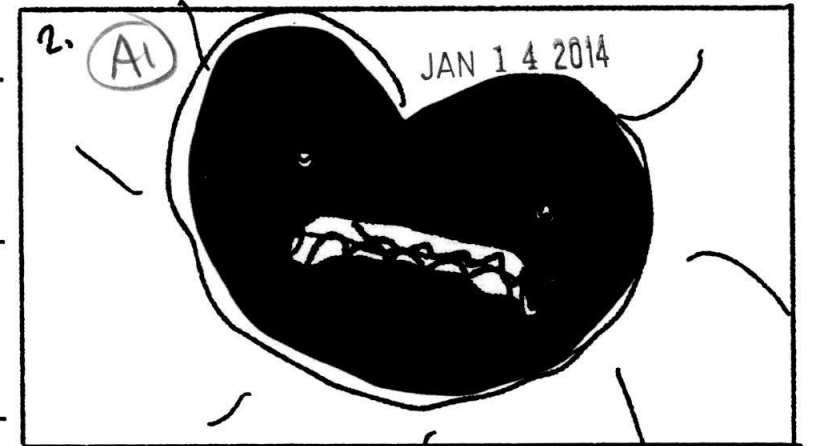
Action:

JAKE slowly lowers himself
down onto the stool.

Timing:



AFTER FACE
COLOR CHANGES
FROM PINK TO
BRIGHT RED



ADVENTURE TIME



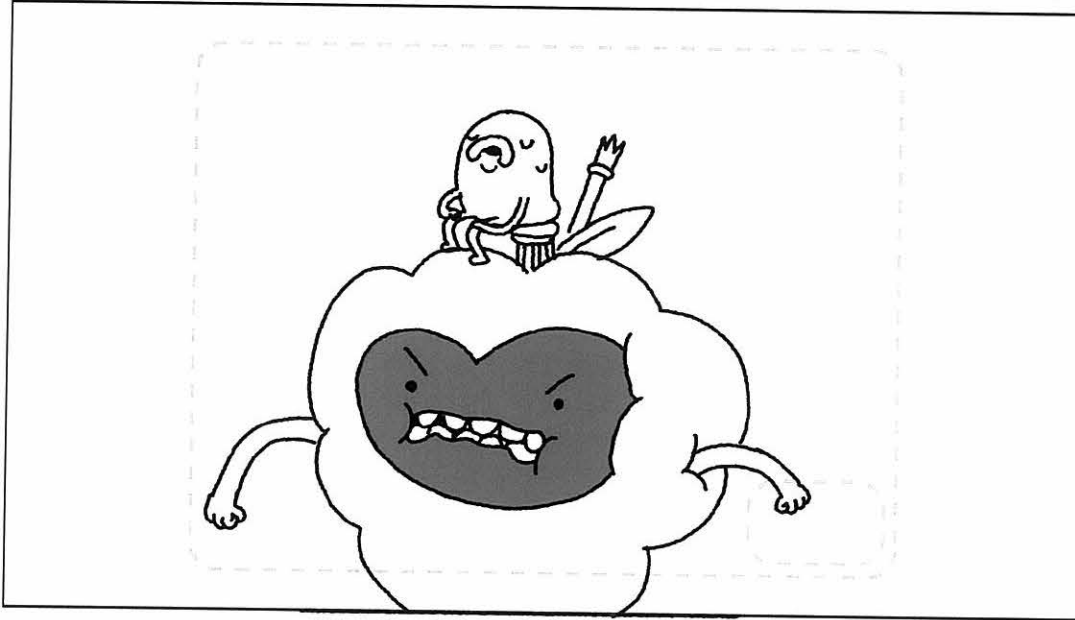
Page 142

Sc. 171

Pnl. A

Bg.

day night

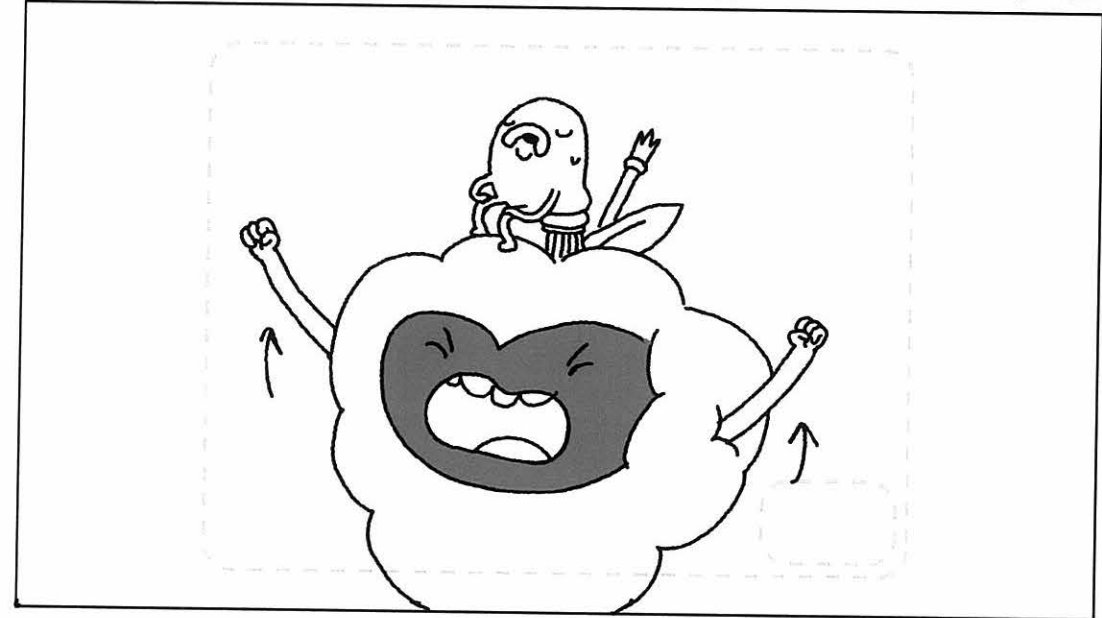


Sc. 171

Pnl. B

Bg.

day night



Dialog:

WBP/ GUARDS! GUARDS!

Action:

Timing:

EPISODE # 1025 - 171

Production :

Cut

ADVENTURE TIME



Page 193
193A NEXT
day night

Sc. 172

Pnl. A

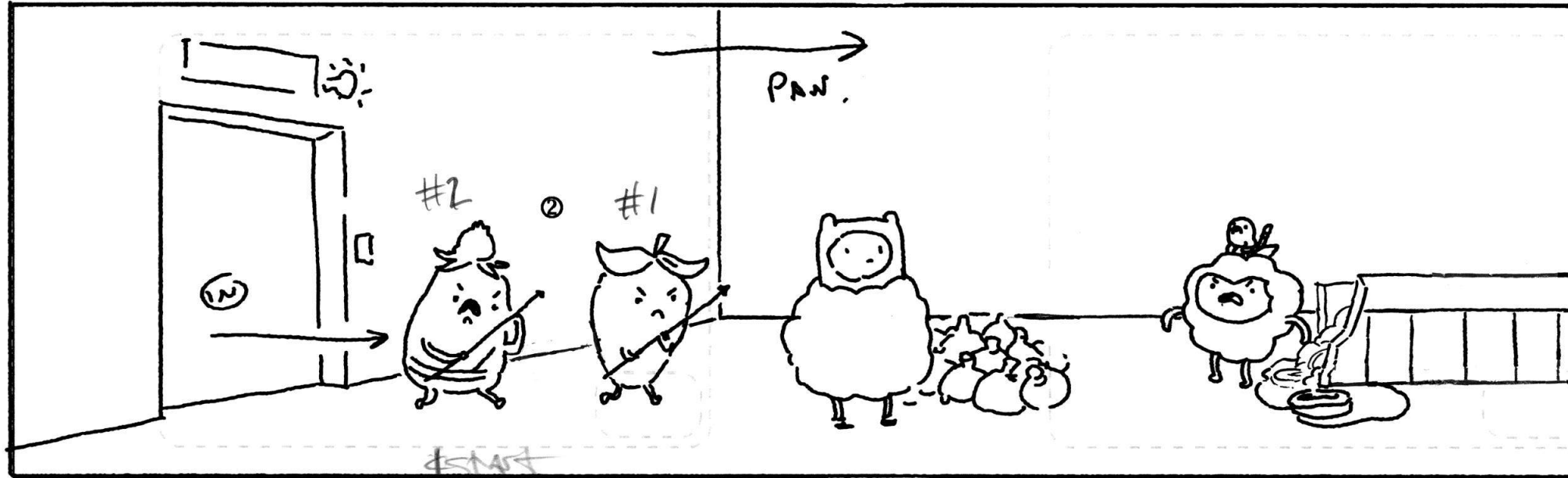
Bg.

day night

Sc.

Pnl.

Bg.



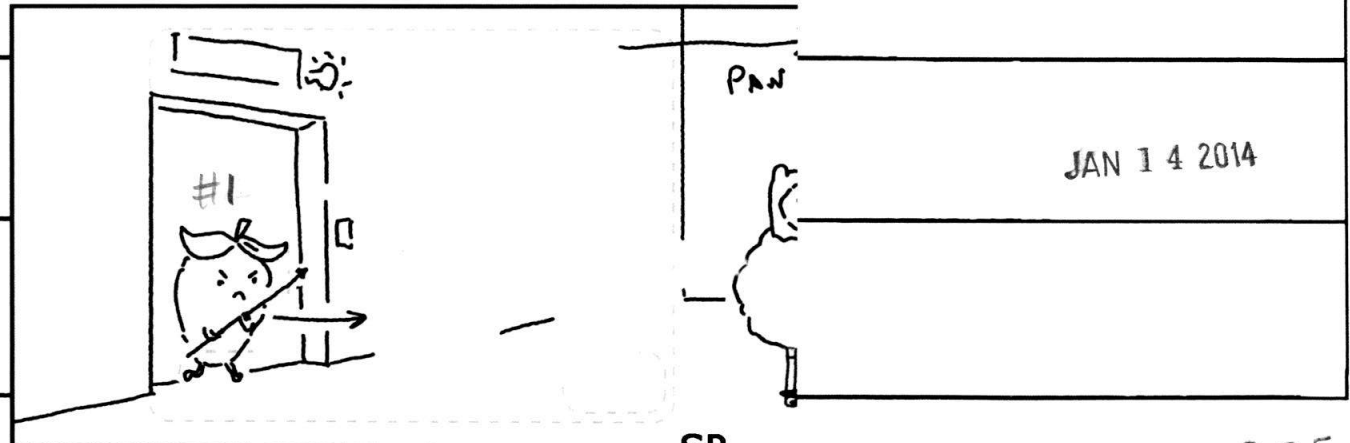
Dialog:

WBP: SEIZE FINN & JAKE...

Action:

- GUARDS RUN IN.
- PAN W/ GUARDS

Timing:



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EPISODE #

STOP

Production :

1025/171

1025/171

ADVENTURE TIME



Sc. 172 *CONT*

B

day night

Sc.

Pnl.

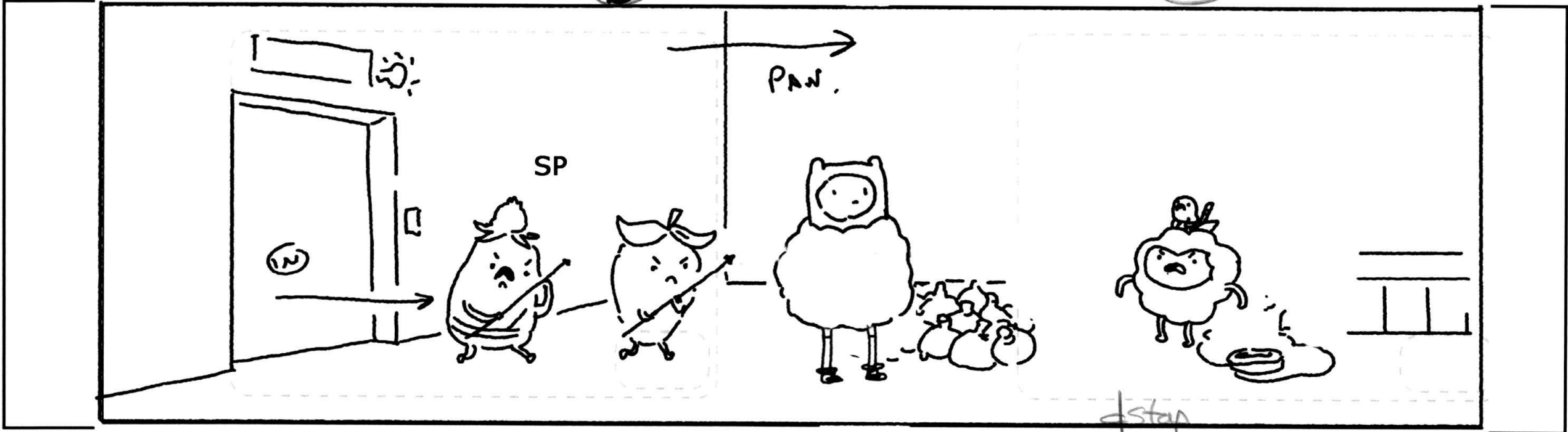
C

Bg.

Page 193A

194 NEXT
day night

HTV
cut



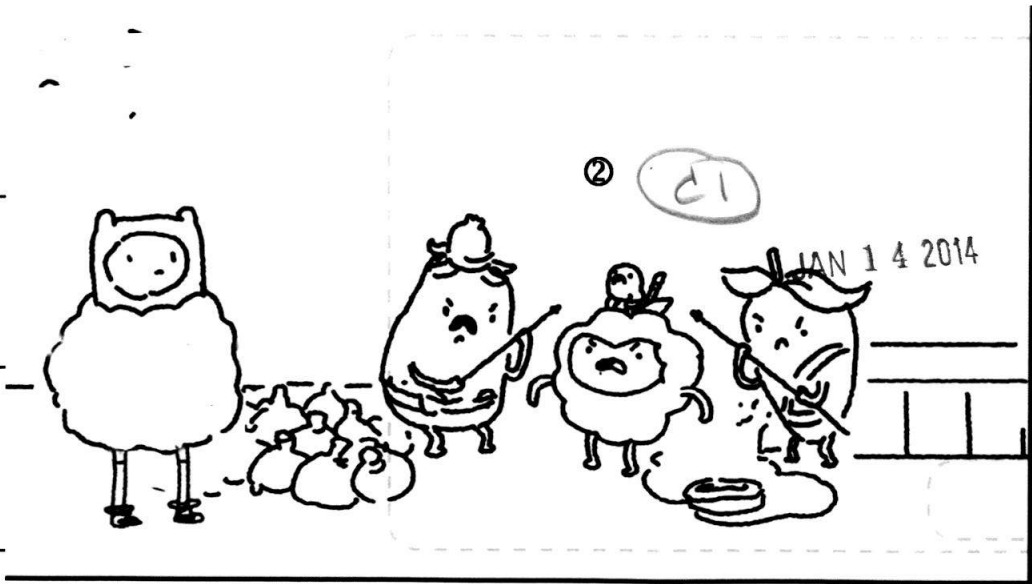
EPISODE #

1025/171

Dialog:

Action:

Timing:



Production:

1025/171

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1025/171

HO
Cut

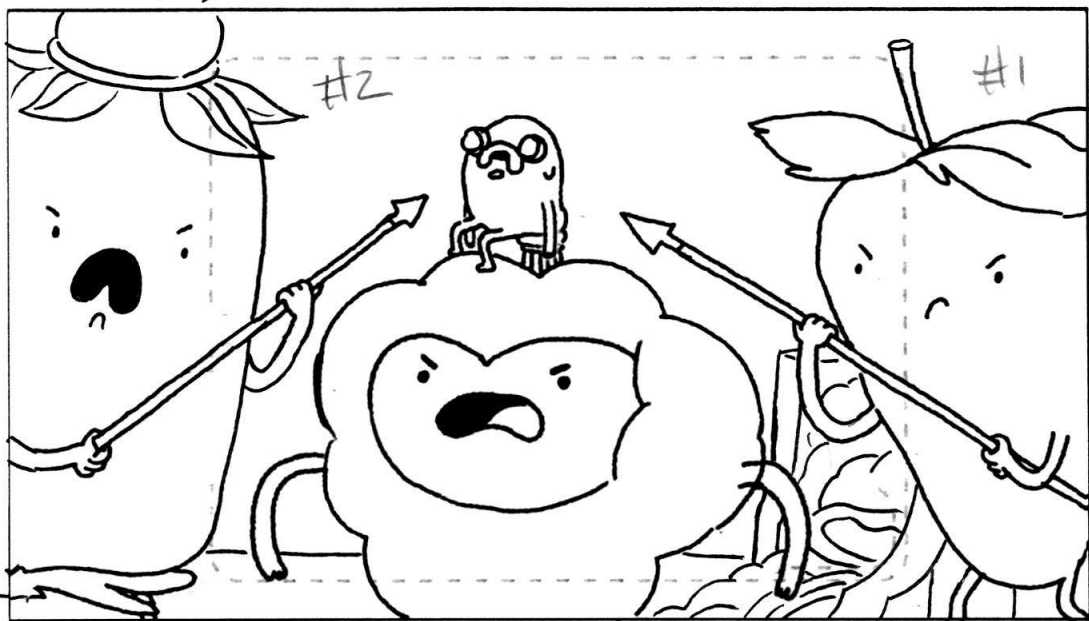
ADVENTURE TIME



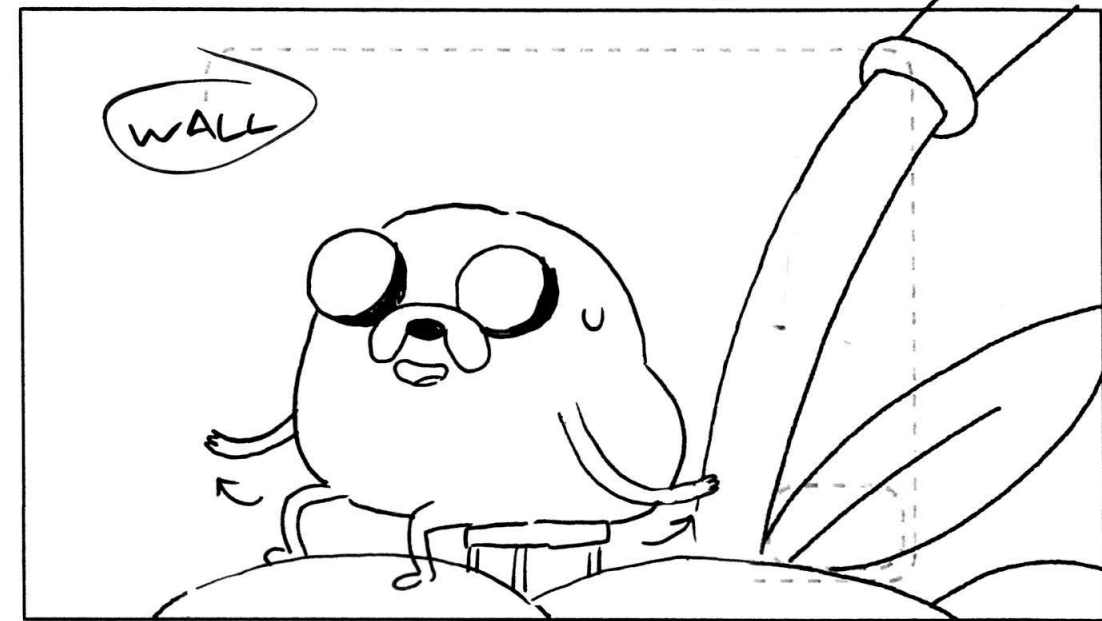
HO
Cut

Page 194
194A NEW
day night
HO
Cut

Sc. 173 Pnl. A Bg. day night



Sc. 174 Pnl. A Bg. day night



| | | | |
|--|--|---|--|
| Dialog: AND WBP/ PREPARE THEM FOR EXECUTION. | | J: OR DON'T DO THAT AND GET PAID MAD bucks! | |
| Action: | | SP AI | |
| Timing: | | JAN 14 2014 | |

1025 - 171

EPISODE #

1025/171

1025/171

ADVENTURE TIME



Page

194A
195 NEXT

Sc. 174A

Pnl.

A

Bg.

day night

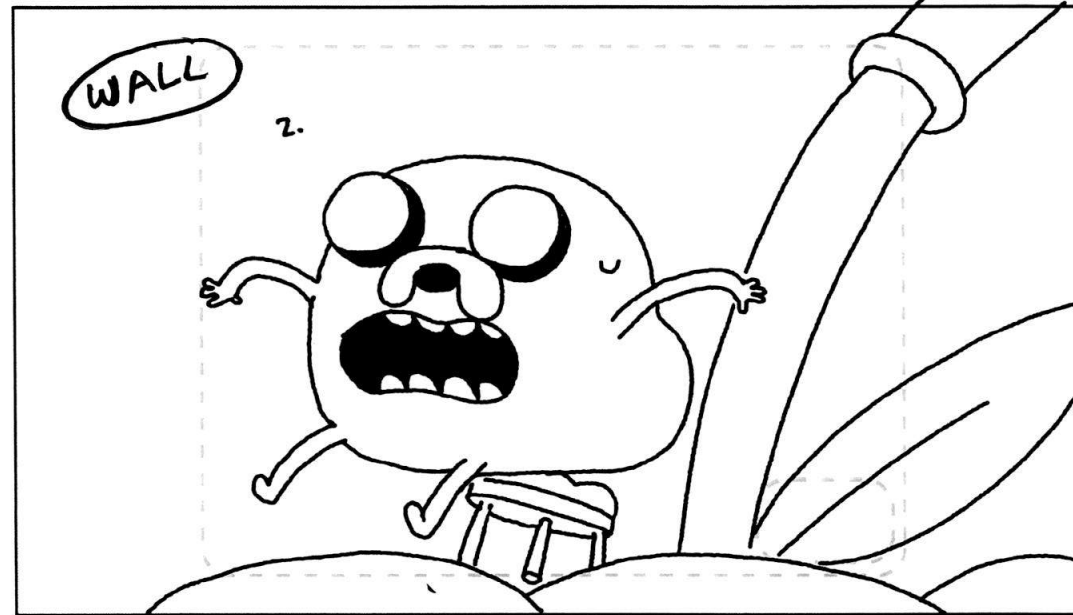
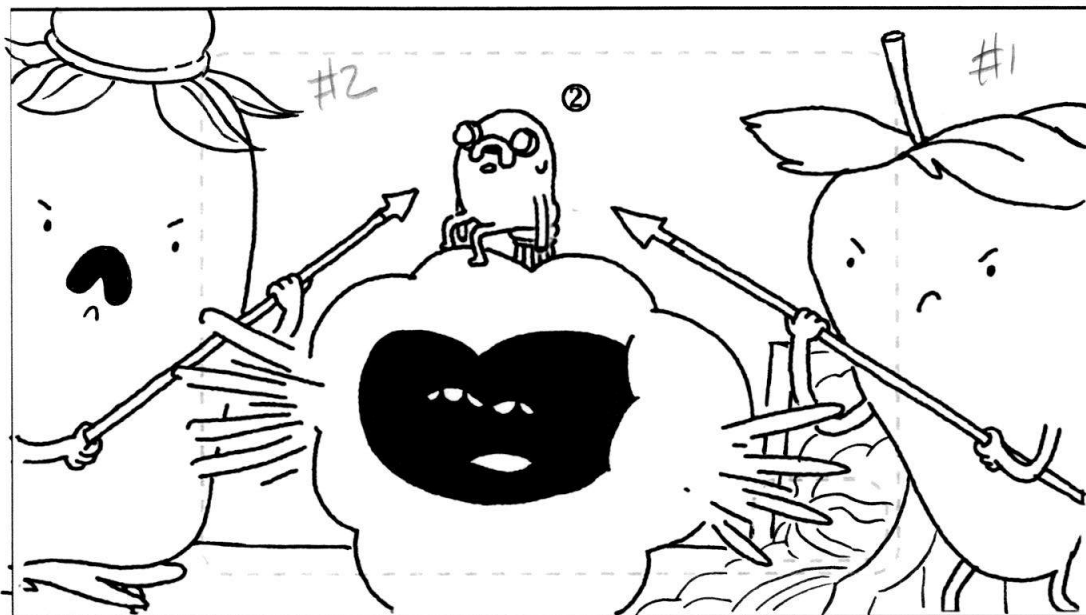
Sc. 174B

Pnl.

A

Bg.

day night



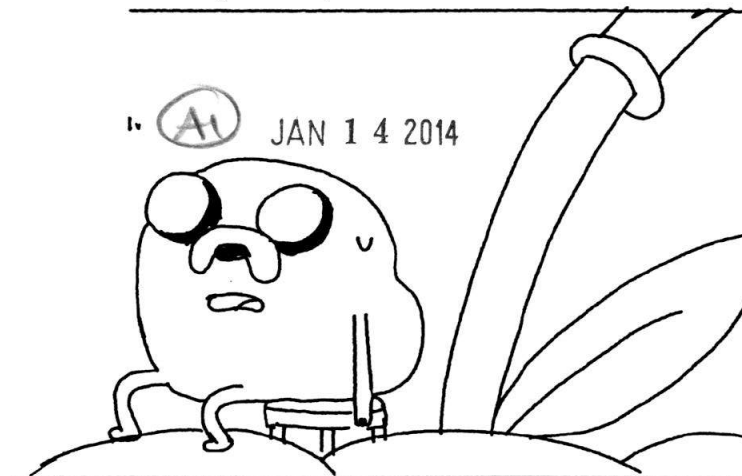
Dialog:

WBP! AND TAKE ALL THEIR MONEY

J/ TAKE ALL MY MONEY!!!

Action:

Timing:



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1025/171

1025/171

1025/171

1025/171

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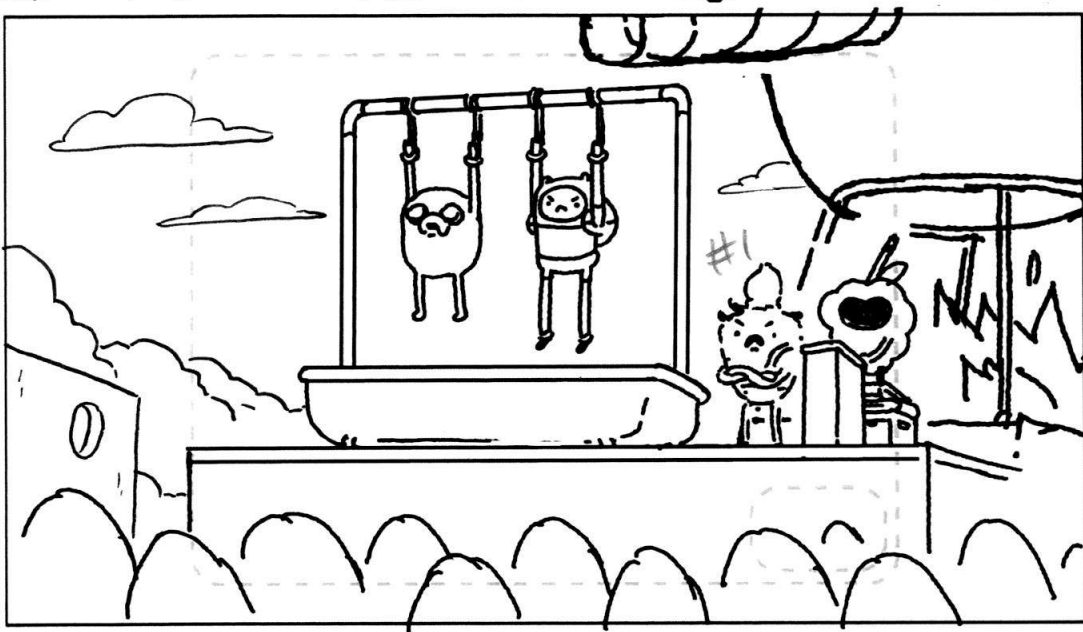
ADVENTURE TIME



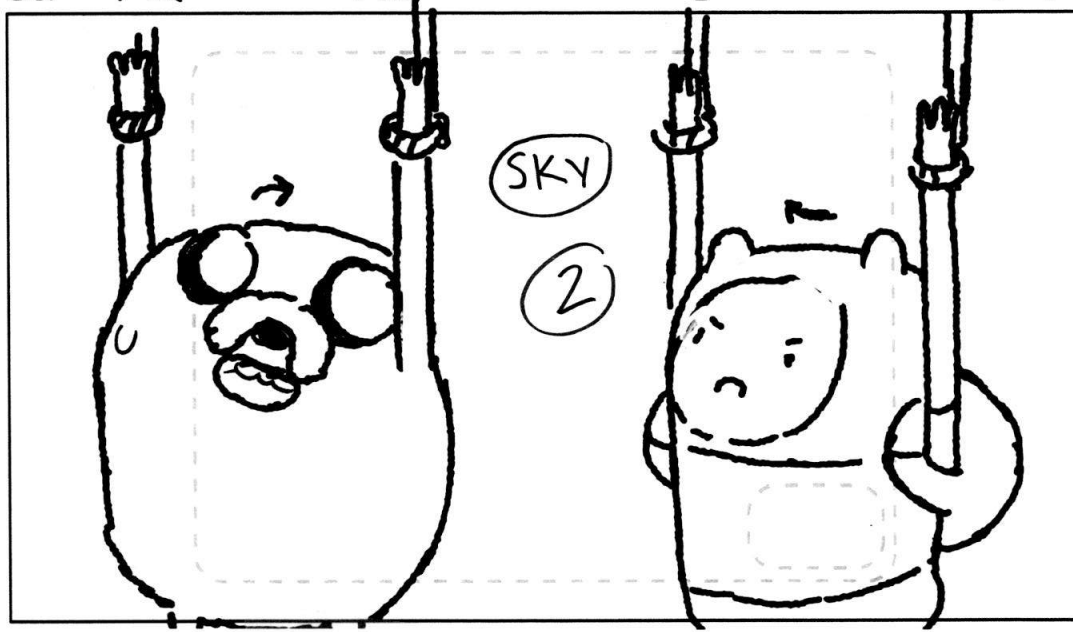
NO SC
177

Page 195
NO 195, 196, 197
day night

Sc. 175 Pnl. A Bg. day night



Sc. 176 Pnl. A Bg. day night



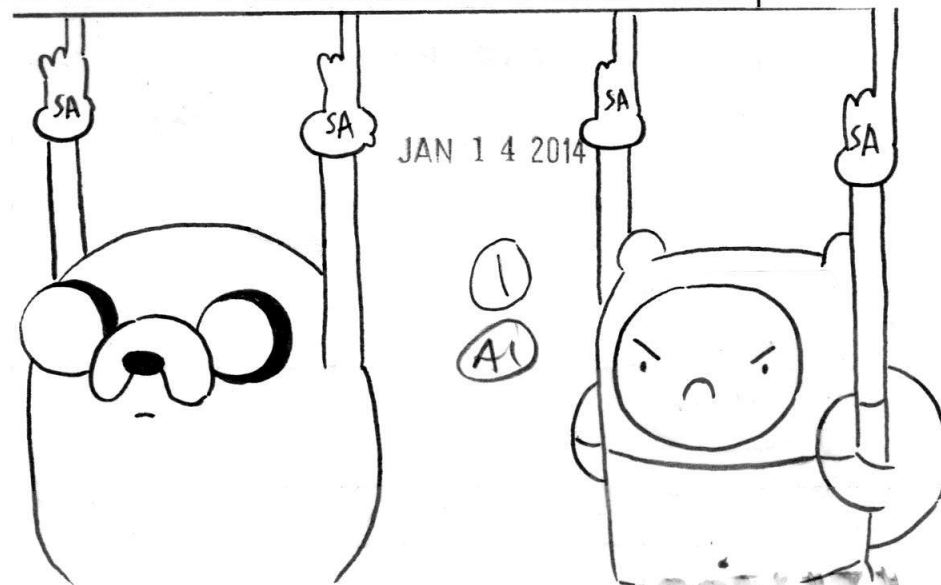
Dialog:

Action:

- SMASH CUT TO F+J ON EXECUTION STAND.

Timing:

J: WELL... WE WERE TRYING TO GET RID OF ALL THAT SKRILLA ANYWAY, RIGHT?



EPISODE # 1025 - 171

1025/171

ADVENTURE TIME



Ho
Cut

Page 198

Cut

Sc.

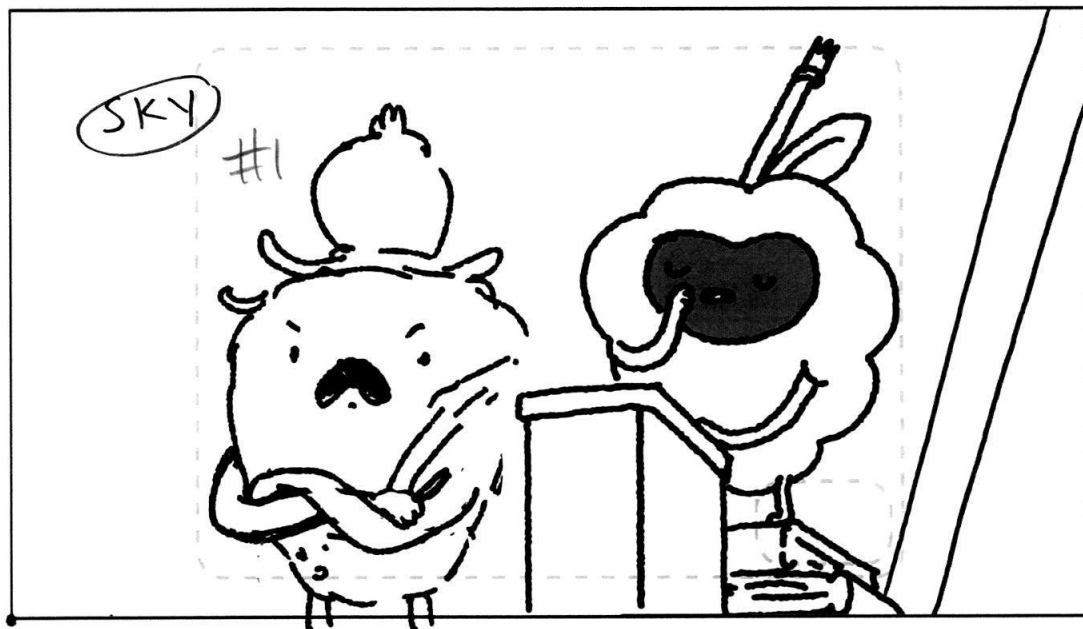
178

Pnl.

A

Bg.

day night



Sc.

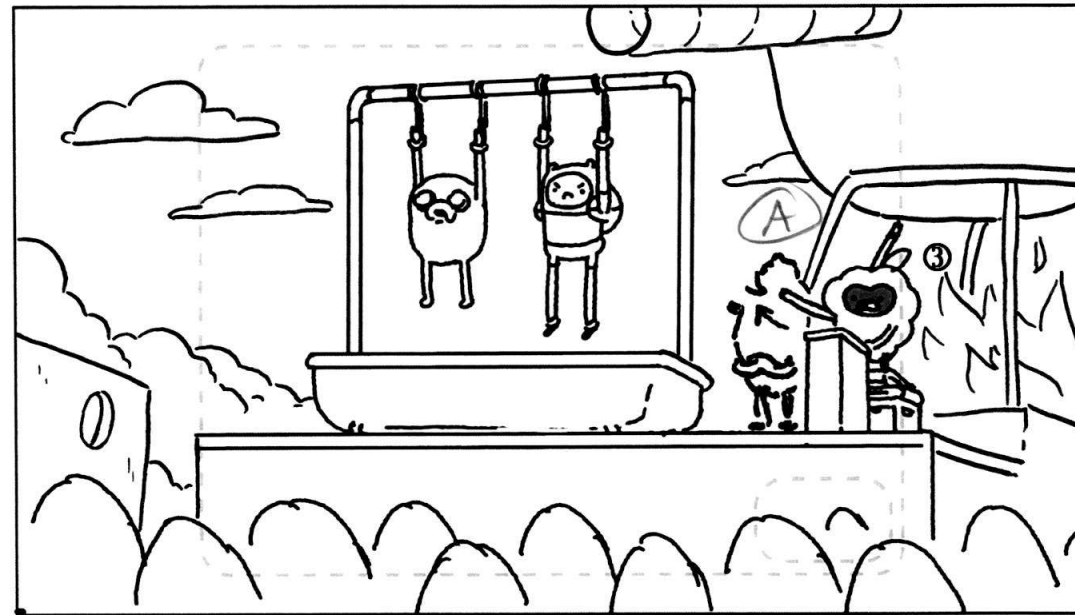
179

Pnl.

A

Bg.

day night



Dialog:

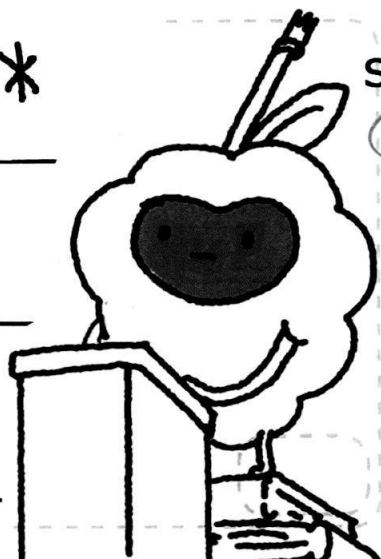
WBP/ * A45m *

SP

(A1)

Action:

Timing:



WBP/

FINN AND JAKE,
yes... you have insulted me -

SP

(A1)



2

(A2)



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Production :

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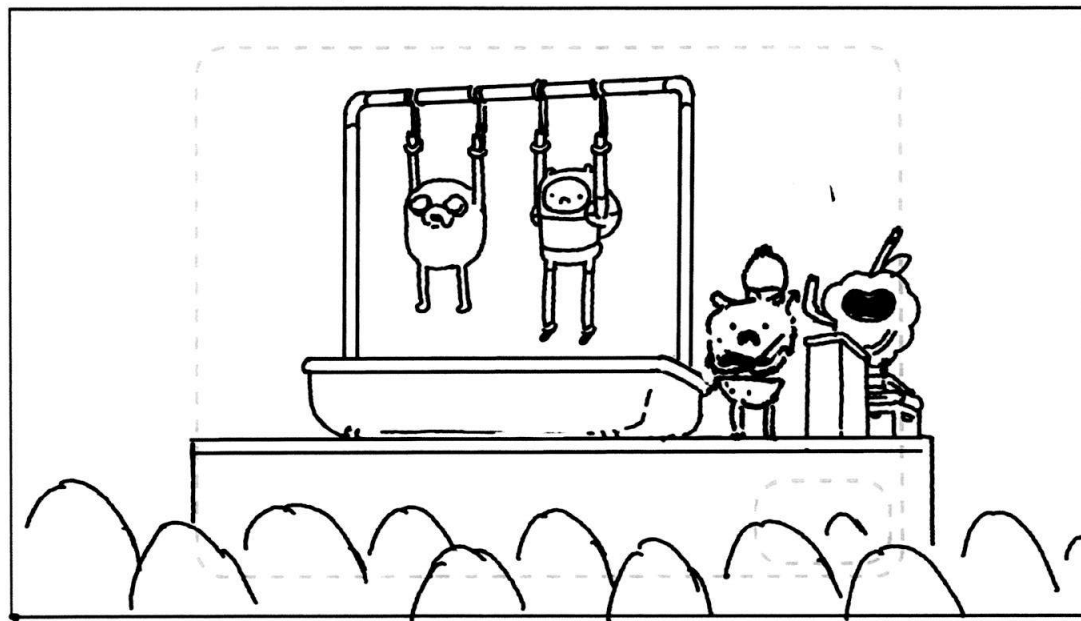
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ADVENTURE TIME

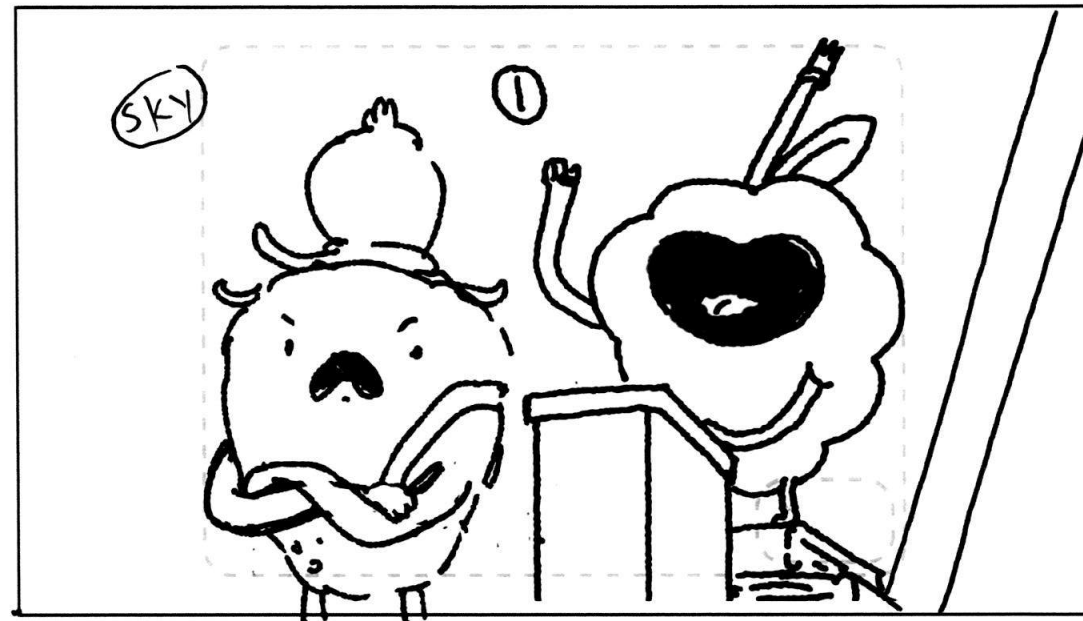


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Sc. 179 Pnl. B Bg. day night



Sc. 180 Pnl. A Bg. day night



Dialog:

WBP/ ... BUT WORSE THAN THAT,

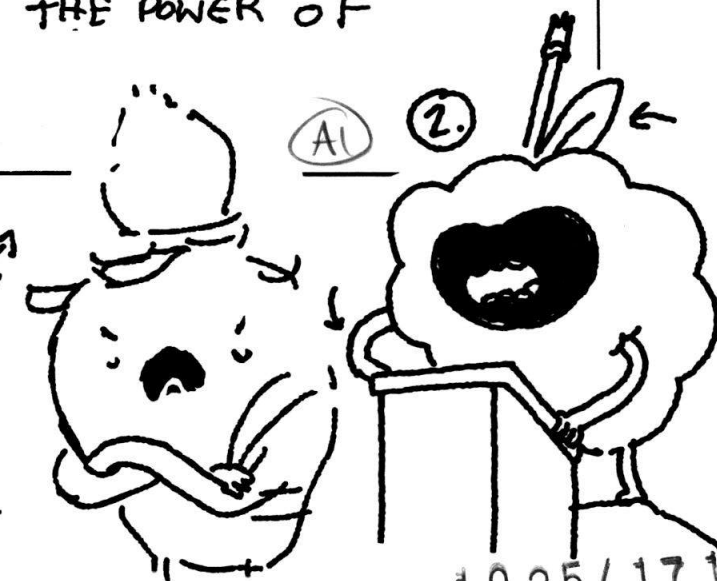
WBP/ YOU ABUSED THE POWER OF MONEY.

Action:

Timing:

GUARD NODS HEAD IN AGREEMENT WITH WBP.

JAN 14 2014



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1025/171

1025/171

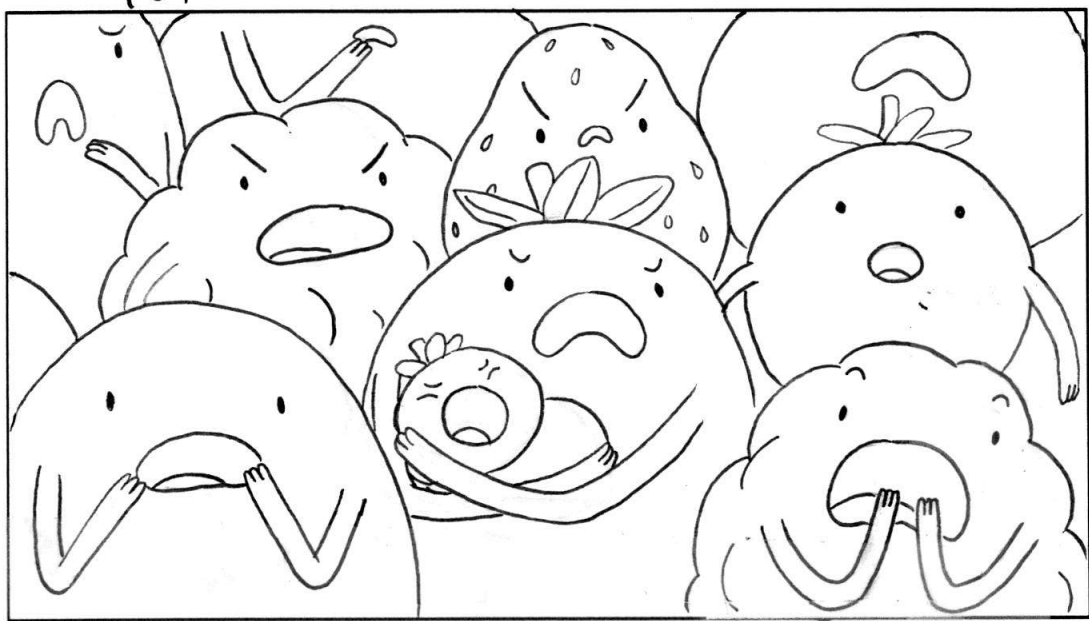
1025/171

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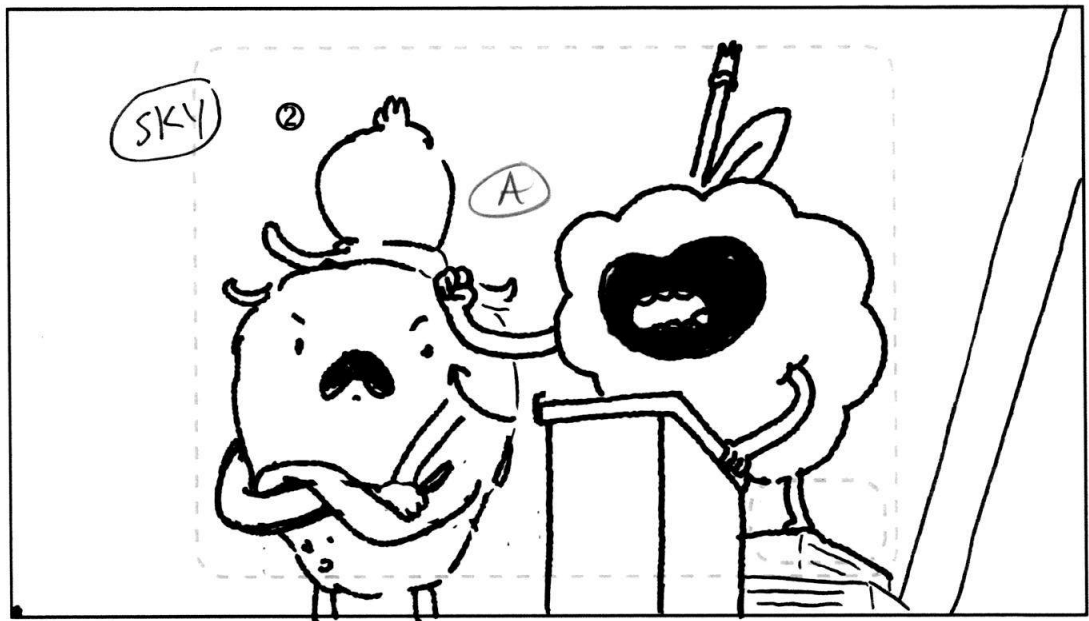
ADVENTURE TIME



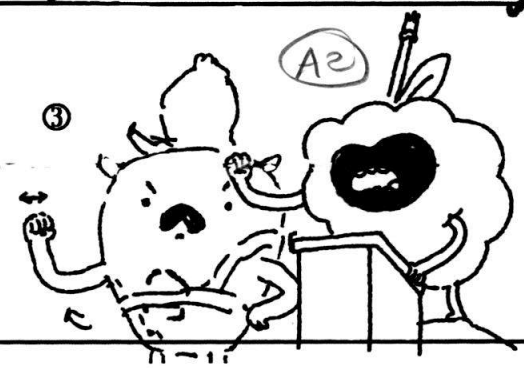
Sc. 181 Pnl. A Bg. day night



Sc. 182 Pnl. A Bg. day night



| | | | | |
|---------|--------------------------------|--|--|--|
| Dialog: | CROWD / GASP! Baby / cries. | | WBP / WE WILL DEAL WITH YOU SWITLY AND IRONICALLY | |
| Action: | | | WBP shakes hand | |
| Timing: | | | GASP imitates WBP's gesture | |



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EPISODE #

1025/171

Production :

1025/171

1025/171

Ho
Cut

ADVENTURE TIME



Cut

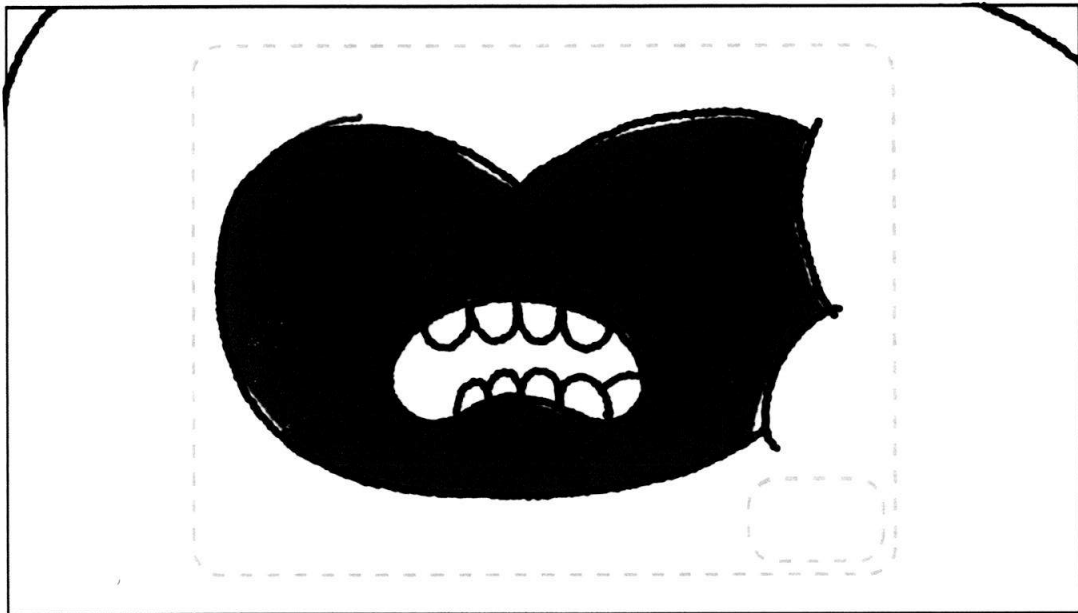
Page 201

Sc. 183

Pnl. A

Bg.

day night

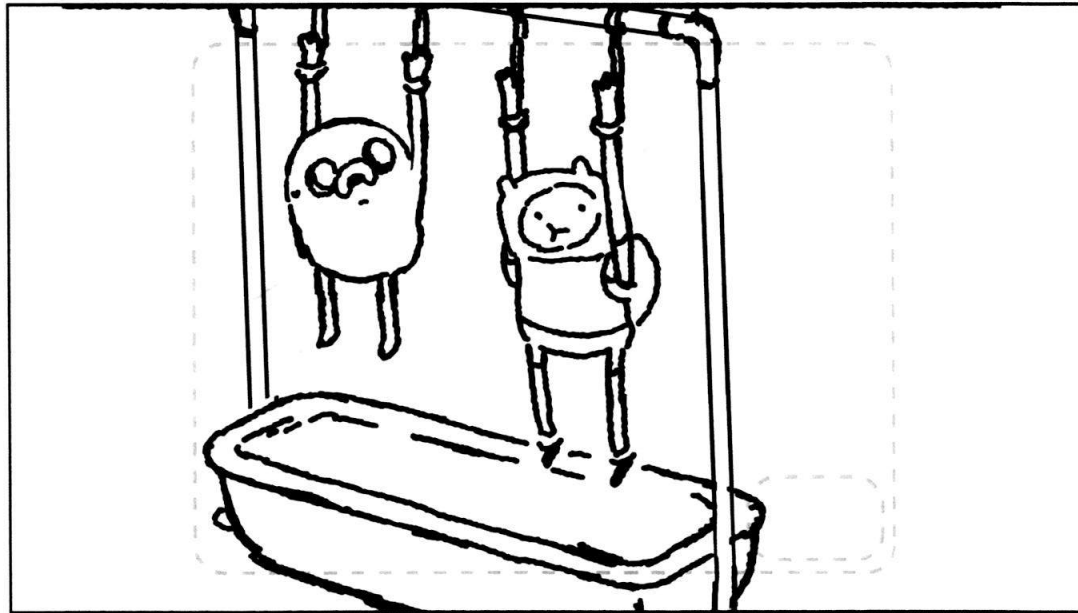


Sc. 184

Pnl. A

Bg.

day night



Dialog:

WBP/

BY ENCASING YOU IN YOUR
OWN MOLTEN GOLD!

Action:

JAN 14 2014

Timing:

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EPISODE #

1025/171

Production :

1025/171

NO SC'S
185-186

Page 202
NO PGS 203-205
 day night

Bg.

Bg.

Dialog:

Action:

- PAN UP TO CRUCIBLE

Timing:

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EPISODE #

1025/171

Production :

1025/171

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ADVENTURE TIME



Page 700

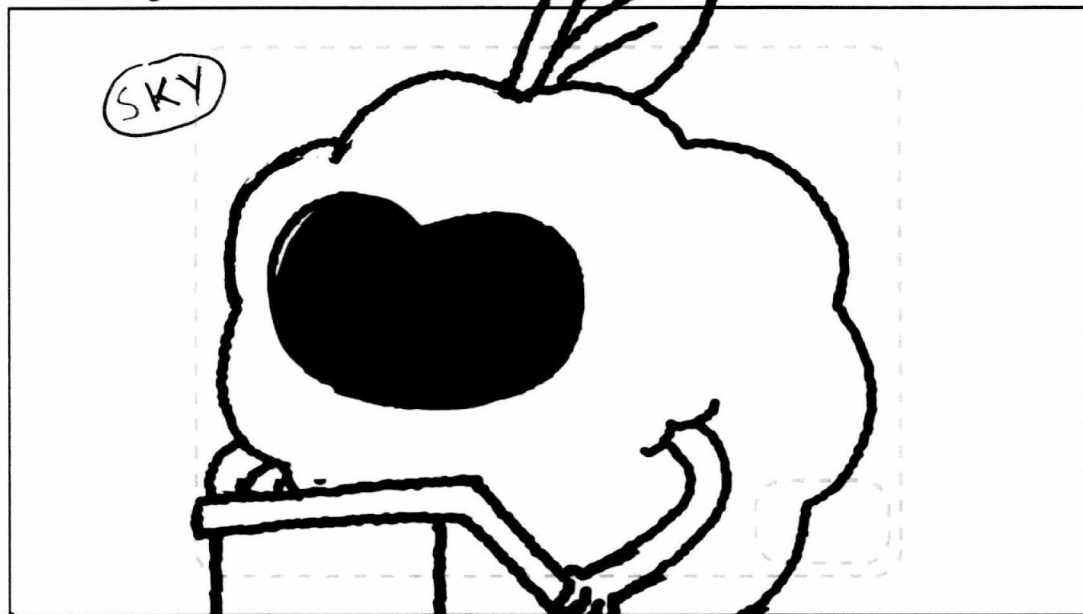
Cut

Sc. 187

Pnl. A

Bg.

day night

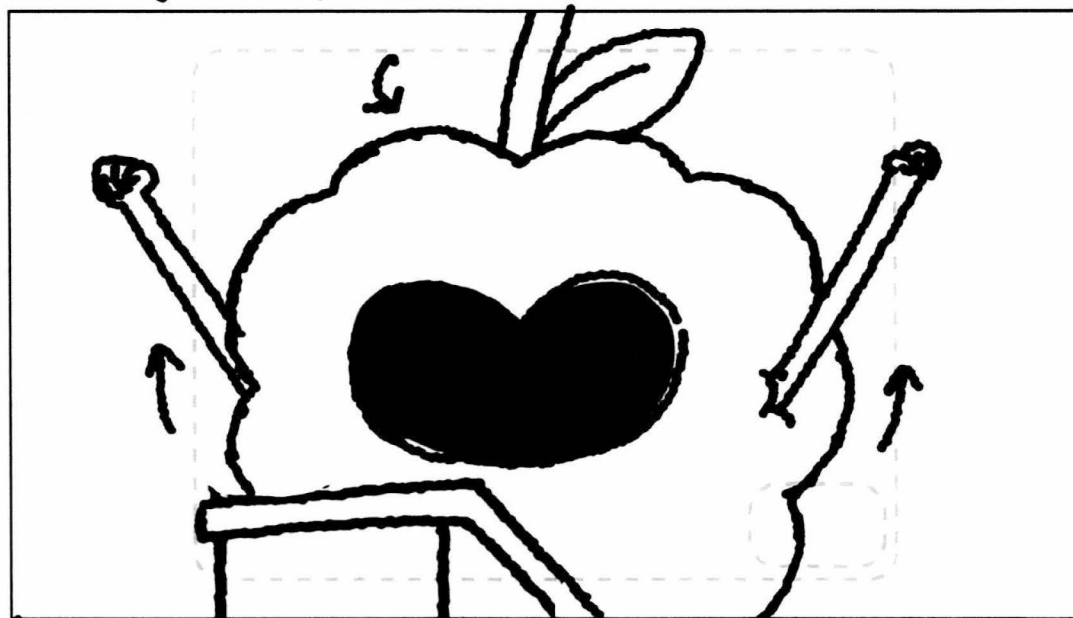


Sc. 187 cont

Pnl. B

Bg.

day night



Dialog:

WBP/RELEASE THE GOLDEN FLOOD!!

Action:

JAN 14 2014

Timing:

Cut

1025 - 171

EPISODE #

1025/171

Production :

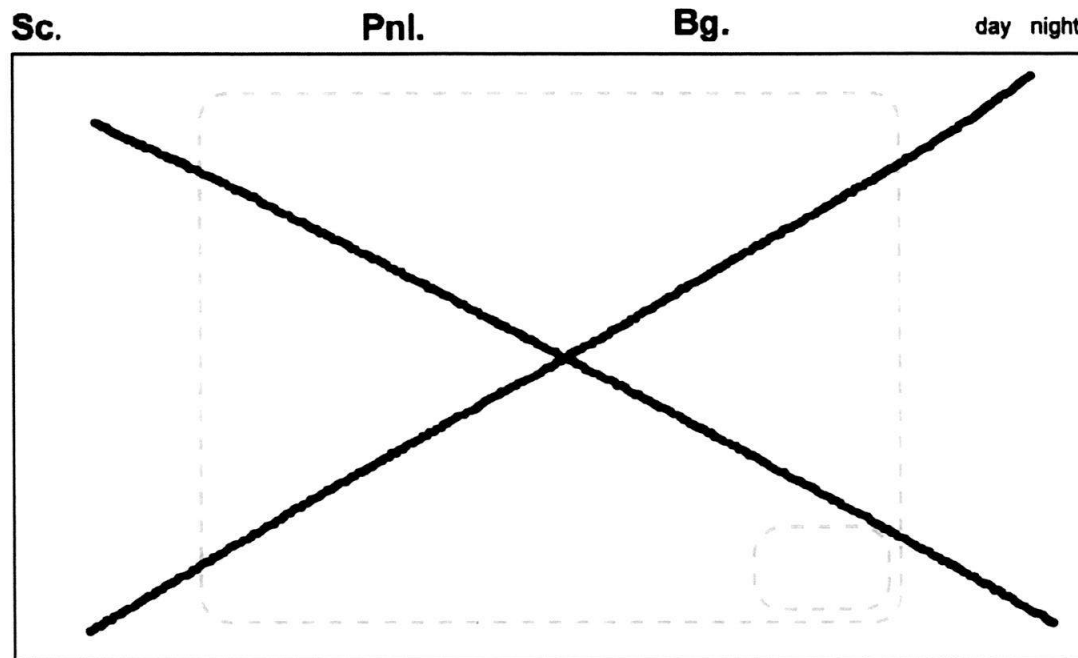
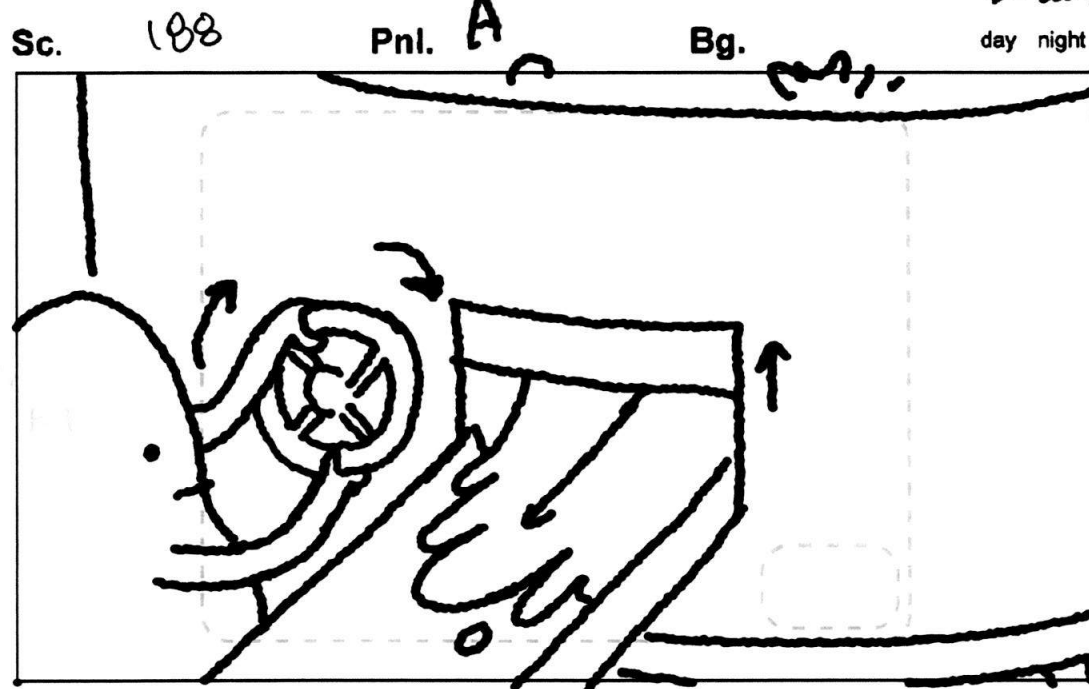
1025/171

1025/171

ADVENTURE TIME



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Dialog:

Action: Guy turns wheel. sluice opens.
MOLTEN GOLD POURS OUT.

Timing:

SP

(A1)



JAN 14 2014

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EPISODE #

1025/171

Production :

1025/171

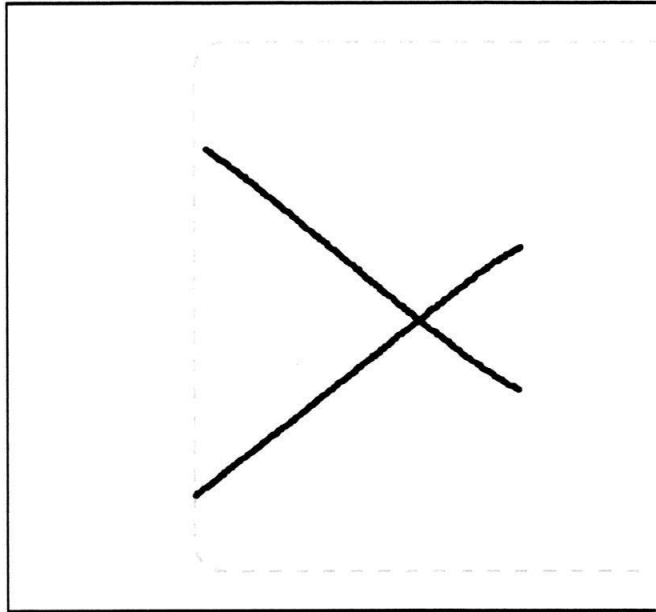
1025/171

ADVENTURE TIME



Page **208**
208A NEXT
 day night

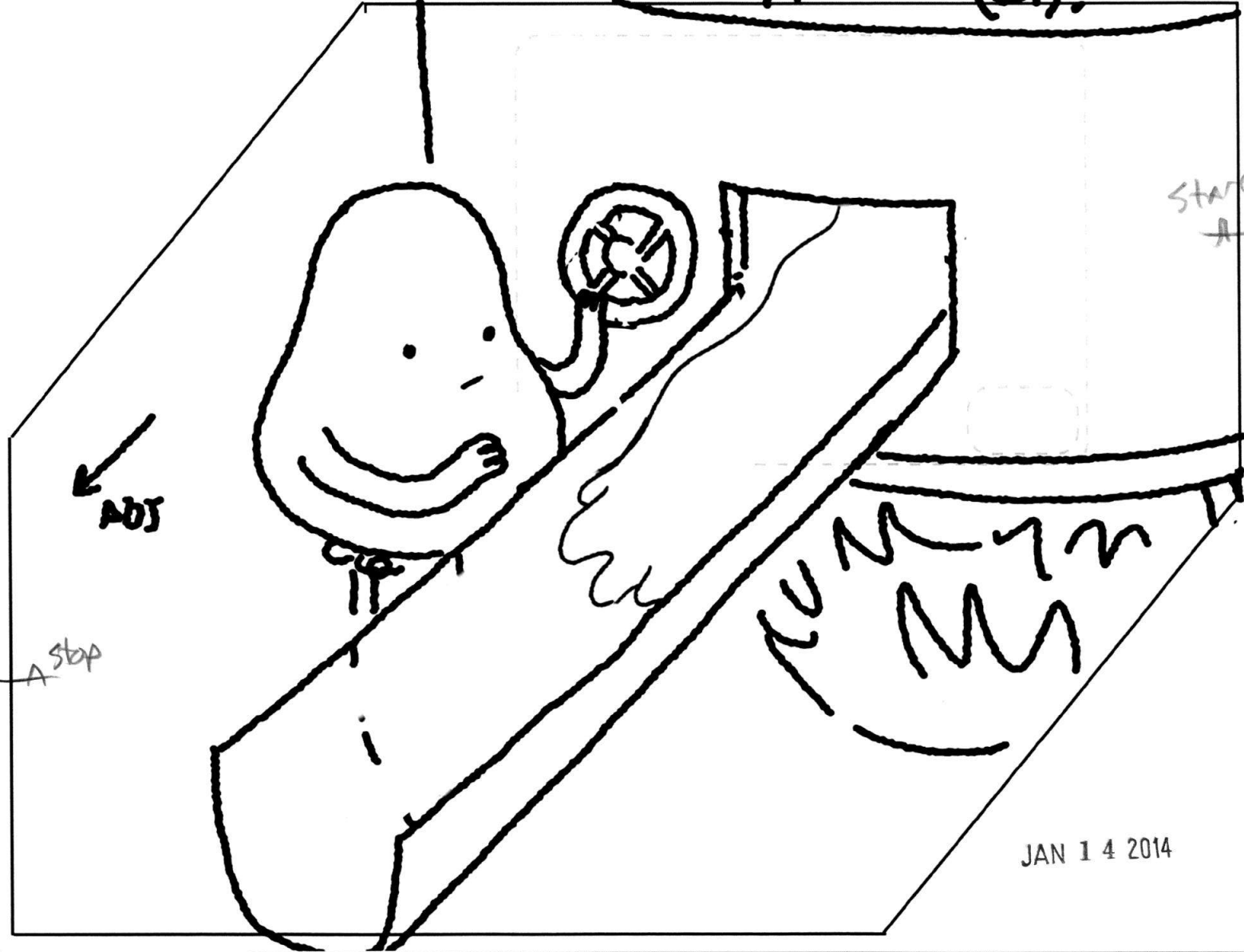
Sc. Pnl. Bg.



| |
|---------|
| Dialog: |
| Action: |
| Timing: |

- GOLD POURS
 DOWN THE
 CHANEL.
 - PAN w/ GOLD

day night Sc. **108 cont** Pnl. **B** Bg. **can.**



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EPISODE #

Production :

JAN 14 2014

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ADVENTURE TIME



day night

Sc.

Pnl.

Bg.

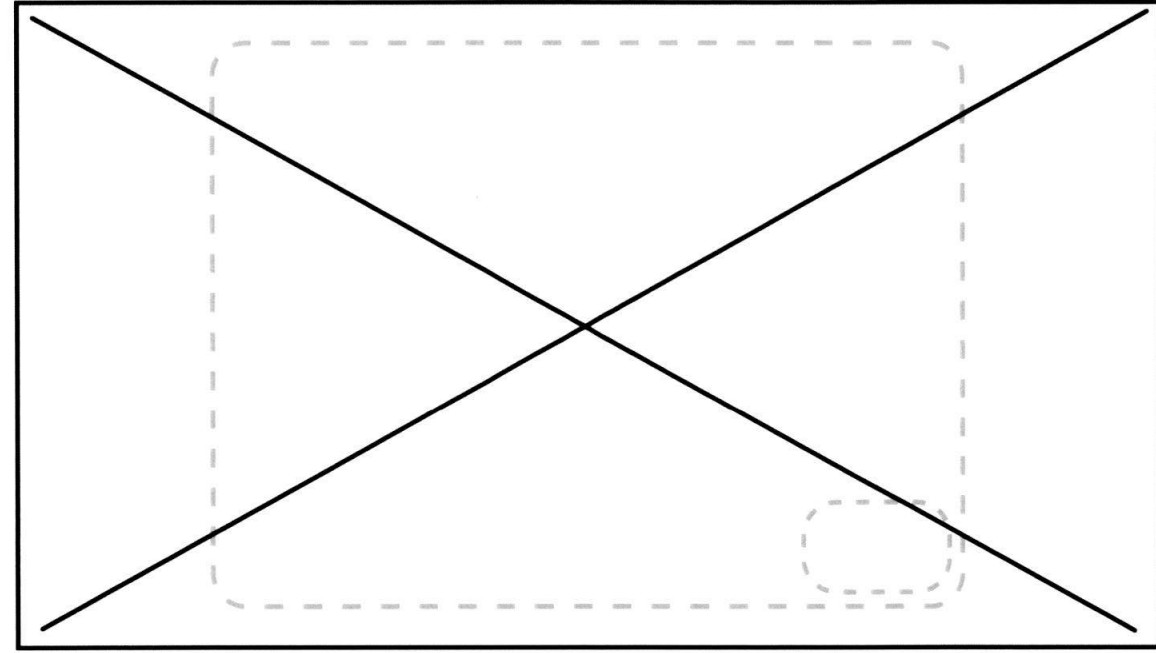
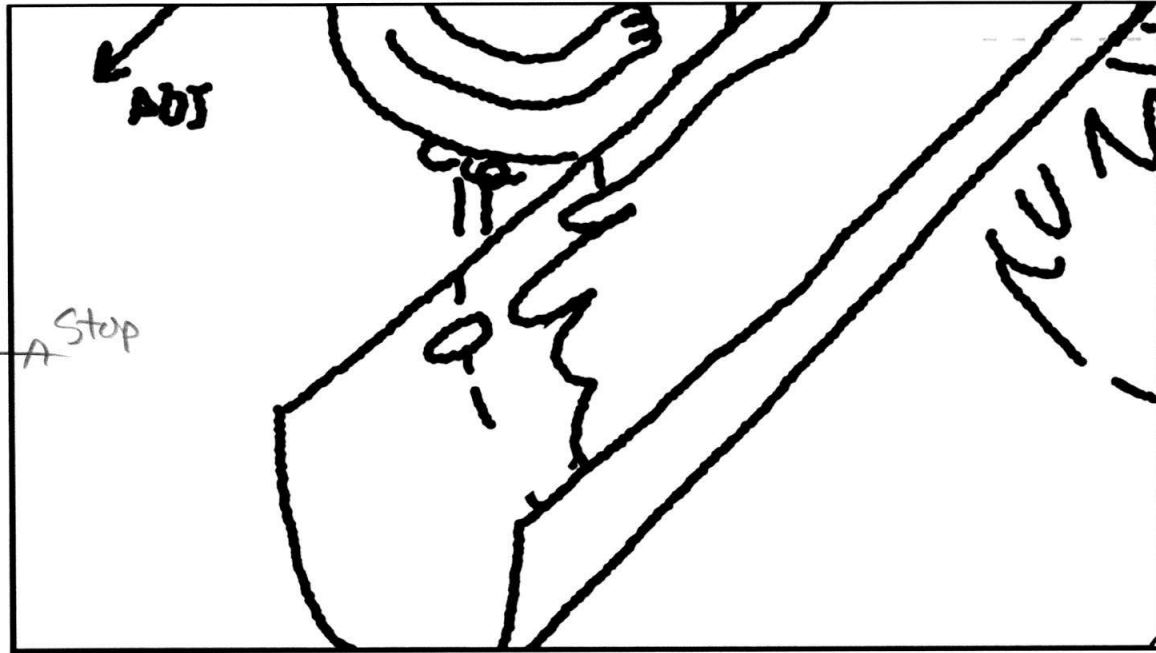
Page 208A
209 NEXT
day night

Sc. 188 *cont*

Pnl.

C

Bg.



| |
|---------|
| Dialog: |
| Action: |
| Timing: |

JAN 14 2014

EPISODE #
1025/171

Production:

1025/171

1025/171

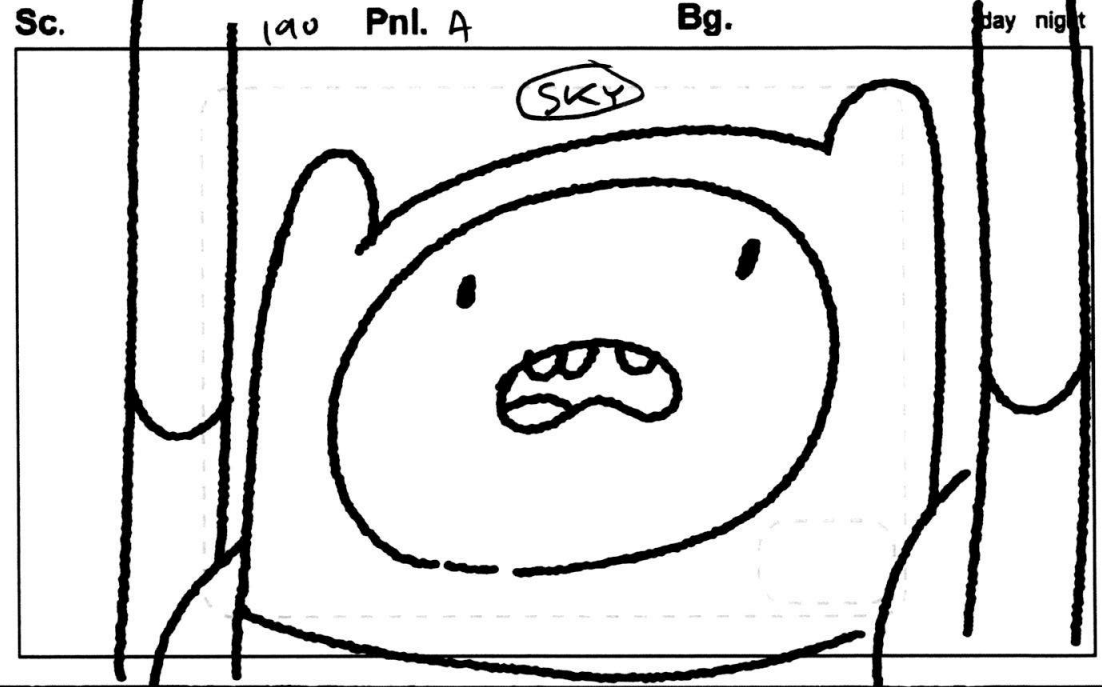
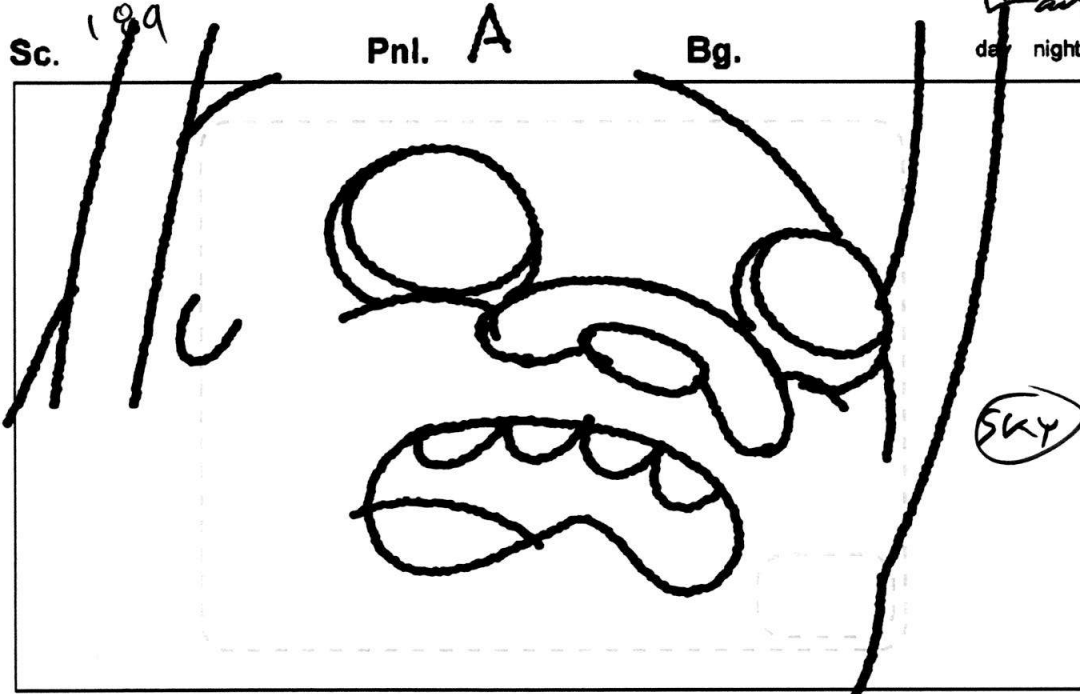
Cut

ADVENTURE TIME



Cut

Page 209



Dialog:

J : [GASP]

Action:

F : [GASP]

Timing:

JAN 14 2014

EPISODE # 1025 - 171

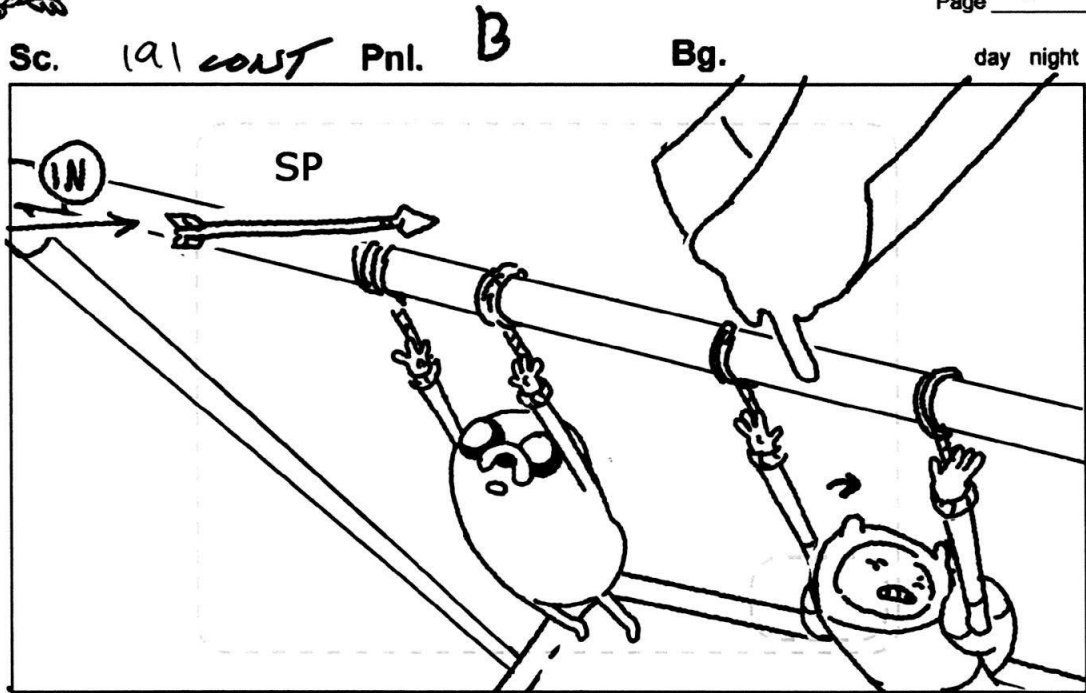
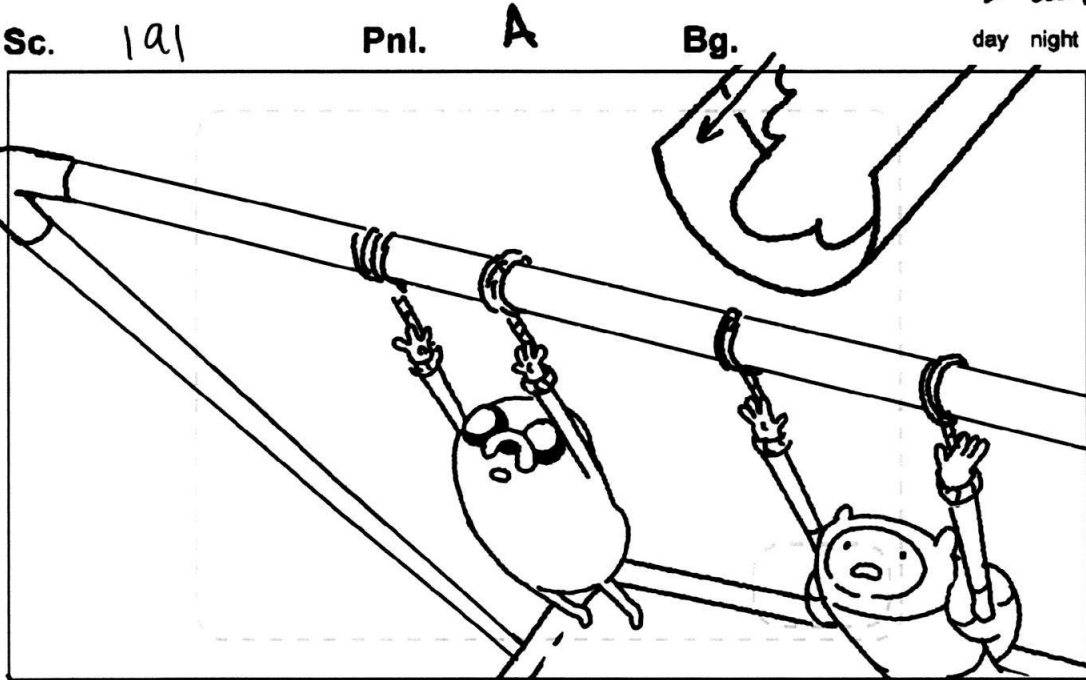
Production :

1025/171

1025/171

cut

ADVENTURE TIME



Dialog:

Action: - GOLD POURS DOWN CHUTE - ARROW FLIES IN.

Timing:

(B1) JAAN: 14.42.00

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1025/171

Production :

1025/171

1025/171

ADVENTURE TIME

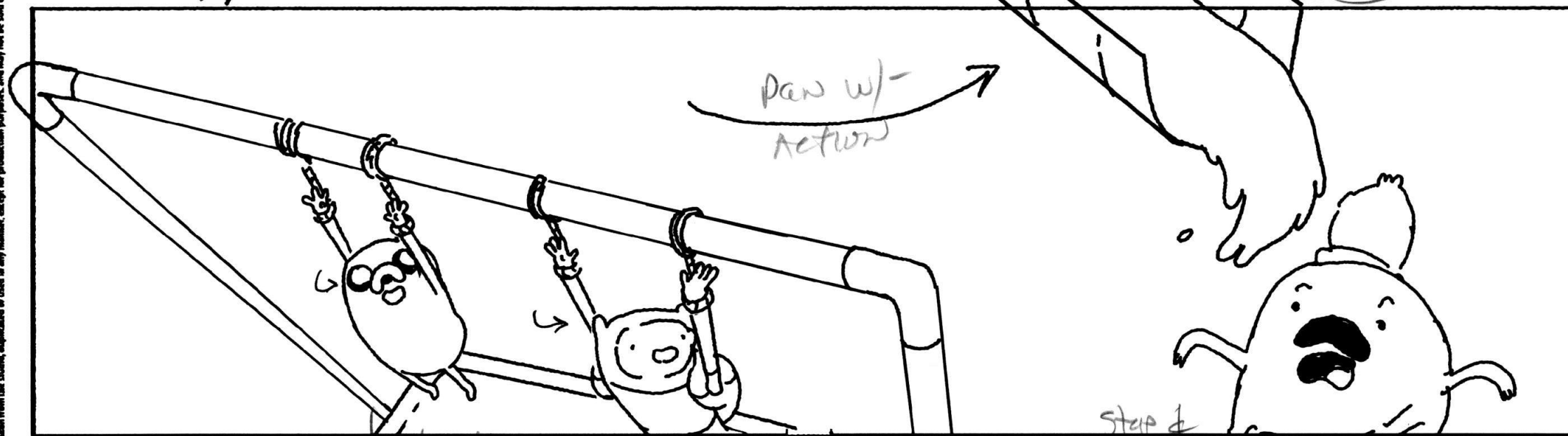


Page 21

Sc. 191 cont Pnl. C Bg.

day night

day night



Dialog:

SFX: SHUNK ——— CCCCCREEK ———

BG: OH No! AHH!

JAN 14 2014

Action:

- ARROW KNOCKS CHUTE TOWARDS BERRY GUARD,
- PAN W/ ACTION

Timing:



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1025/171

Production :

1025/171

1025/171

1025/171

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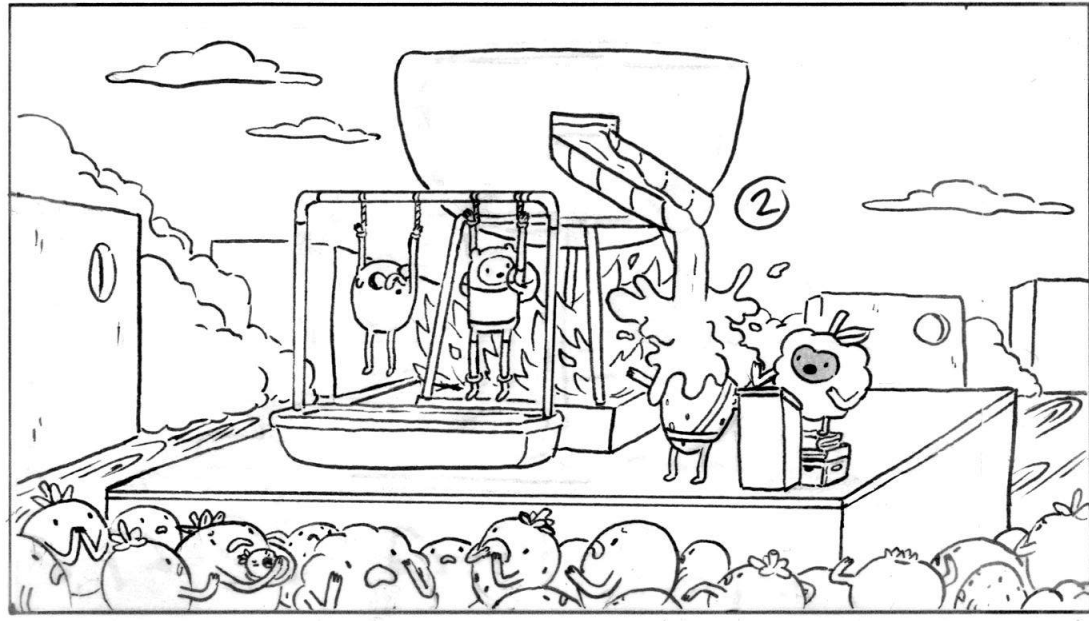
Hu
Cut

ADVENTURE TIME

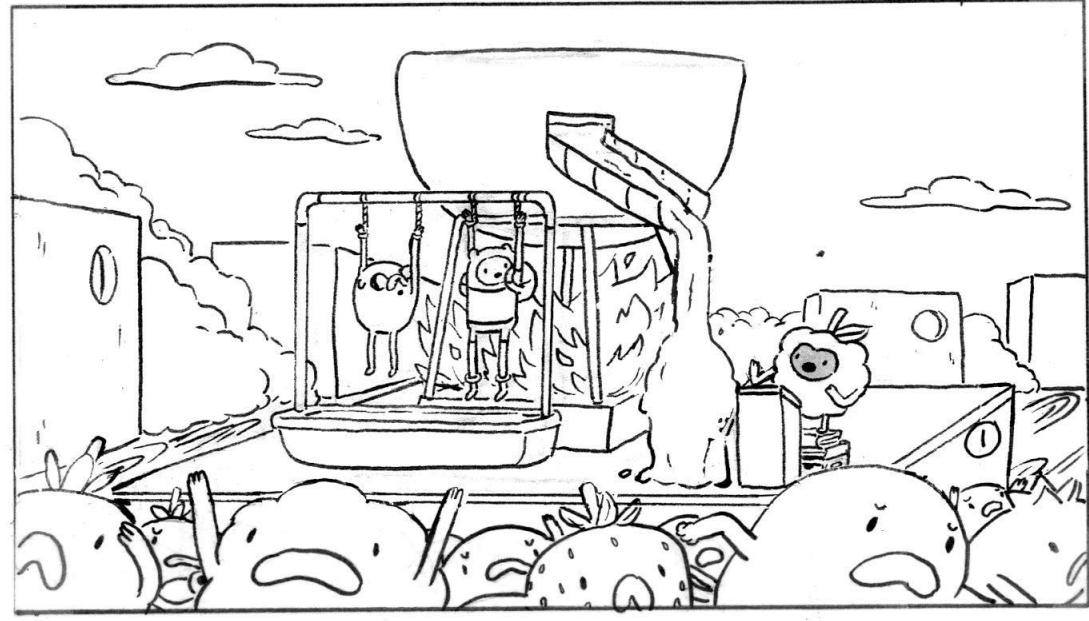


Page 212

Sc. 192 Pnl. A Bg. day night



Sc. 192 CONT Pnl. B Bg. day night



Hu
Cut

EPISODE # 1025 - 171

1025/171

Dialog:

BG: AAH!!

Action: GOLD POURS onto Ground.

Timing:

Crowd / Panic, Noises.

JAN 14 2014

- CROWD RUNS



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1025/171

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Ho
Cut

ADVENTURE TIME



Sc.

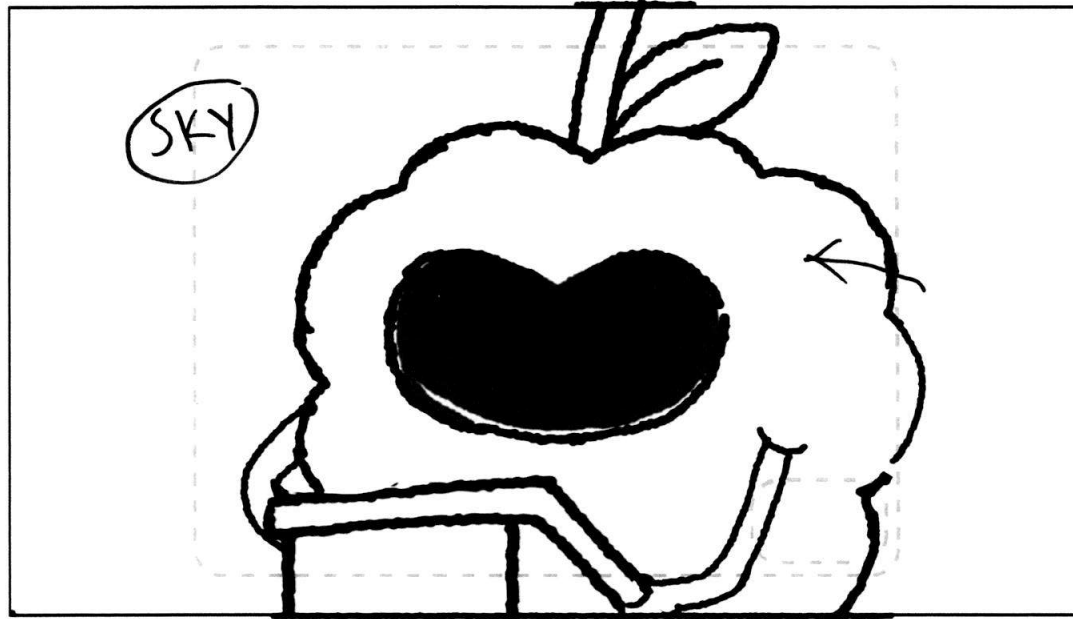
193

Pnl.

A

Bg.

day night



Sc.

193 cont

Pnl.

B

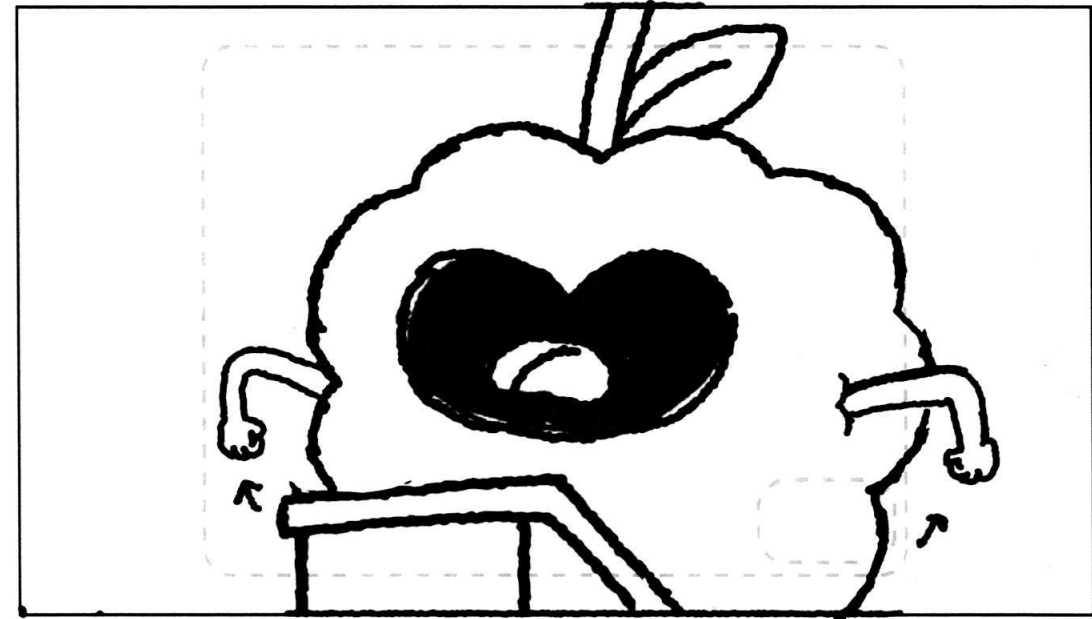
Bg.

Page

213

day night

Ho
Cut



Dialog:

WBP / WHO DARES!

Action:

JAN 14 2014

Timing:

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EPISODE #

1025/171

Production :

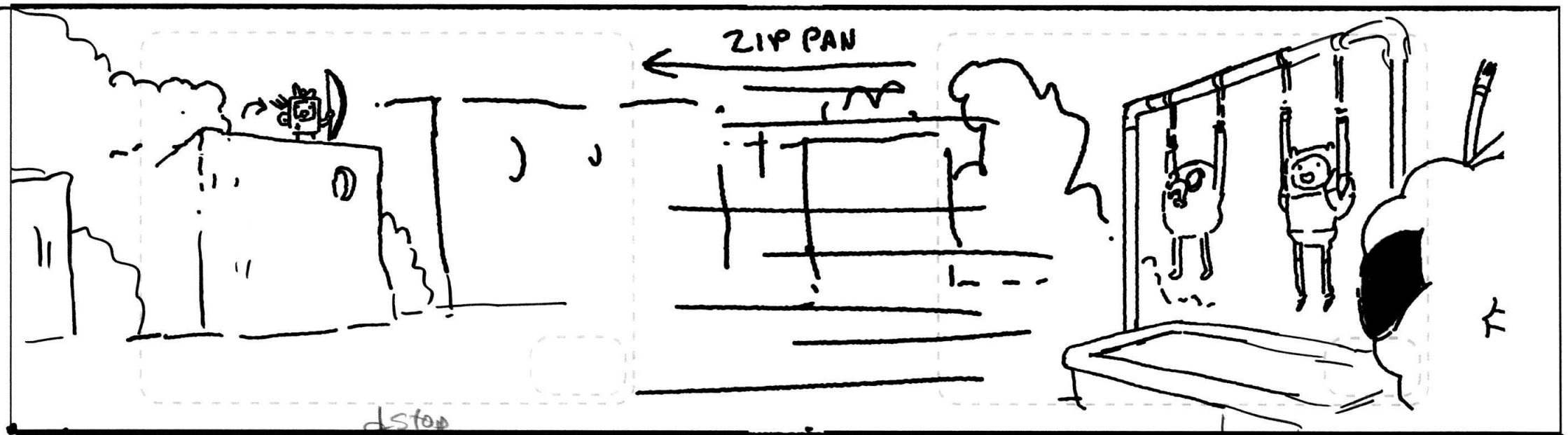
1025/171

ADVENTURE TIME



Page 214
day night

Sc. 194 Pnl. B Bg. day night Sc. 194 Pnl. A Bg. day night



| | |
|---------|--|
| Dialog: | <u>BMO / Ho Ho Ho FEAR NOT.</u> |
| Action: | <u>WE HERE BMO'S LAUGHTER. ZIP PAN TO SHOW BMO STANDING ON BUILDING</u> JAN 14 2014 |
| Timing: | |

Hu
Cut

EPISODE # 1025 - 171

1025/171

Production :

1025/171

1025/171

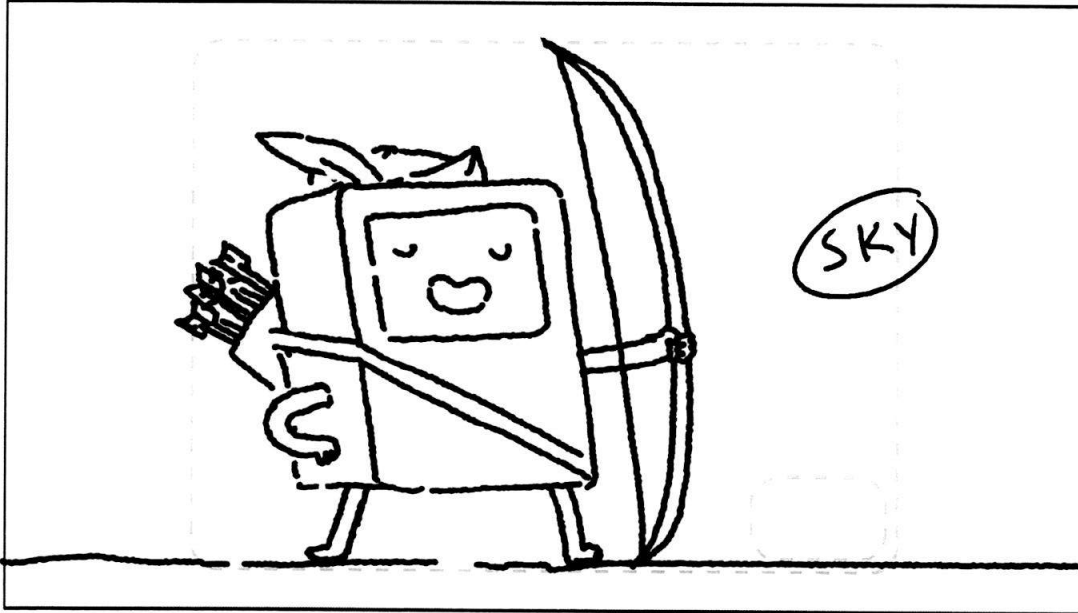
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ADVENTURE TIME

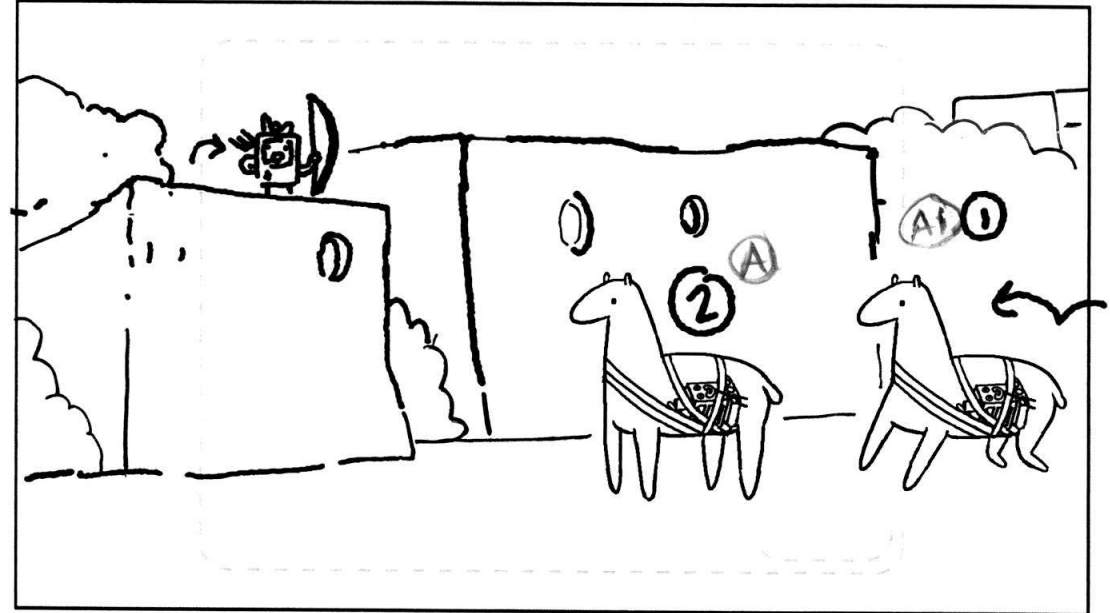


Page **215**
day night

Sc. 195 Pnl. A Bg.



Sc. 196 Pnl. A Bg.



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1025/171

Production :

1025/171

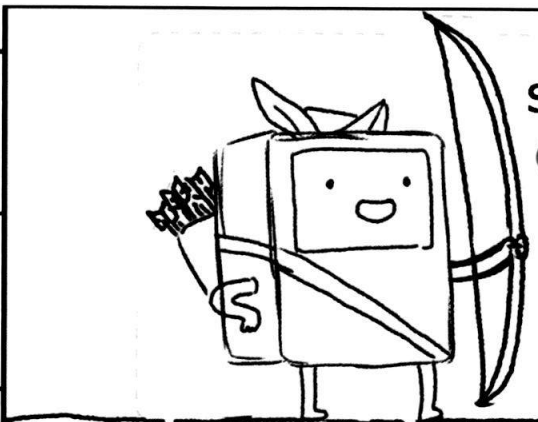
Dialog:

ROBBING HOOD ^{IS THE} DEFENDER OF
BMO / THE POOR.

NEPTR / ME TOO ..

Action:

Timing:



SP
A1

- NEPTR TAPED TO GUMMI HORSE
RUNS IN.

JAN 14 2014

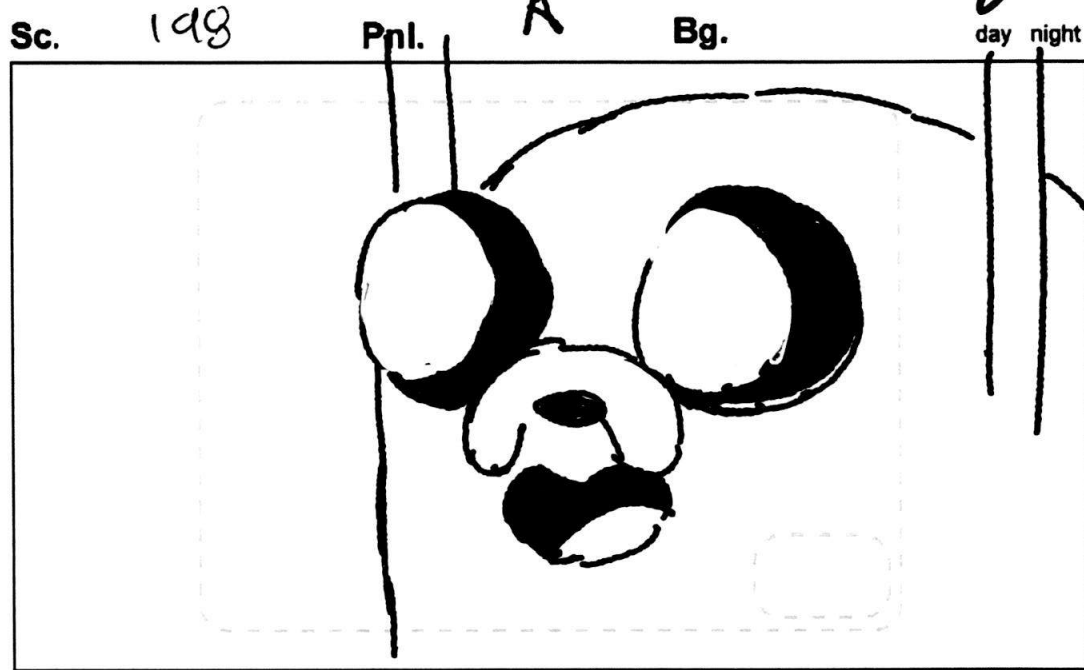
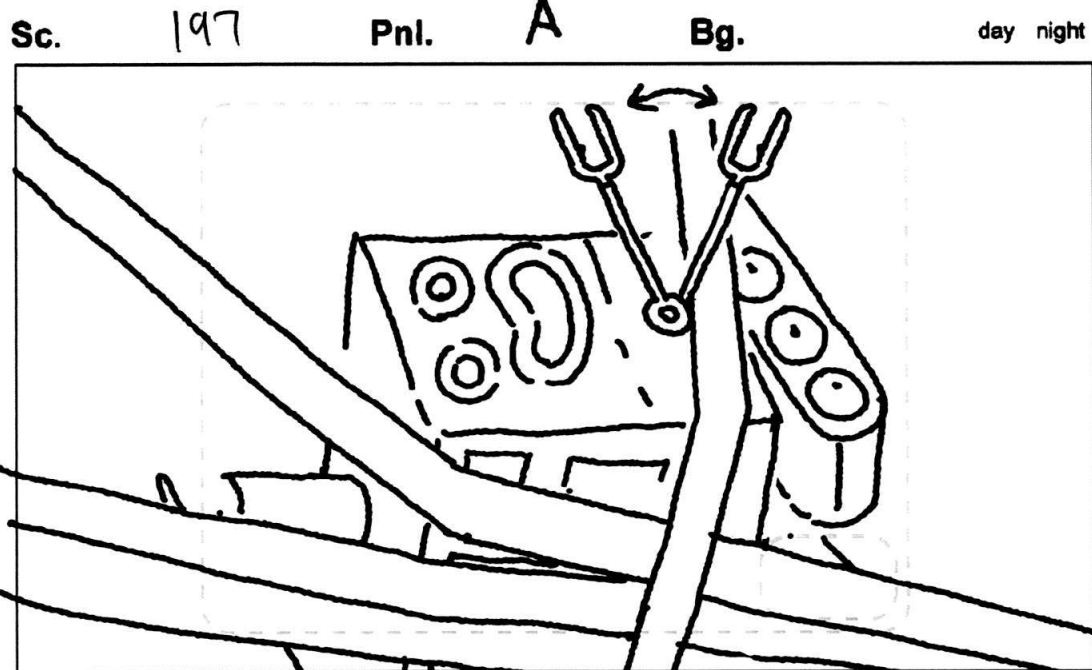
ADVENTURE TIME



Cut

Page *246*

Cut



| | | |
|---------|------------|-------------------|
| Dialog: | N/ Me too. | J/ GOOD SHOT BMO! |
| Action: | | |
| Timing: | | |

JAN 14 2014

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1025 - 171

EPISODE #

1025/171

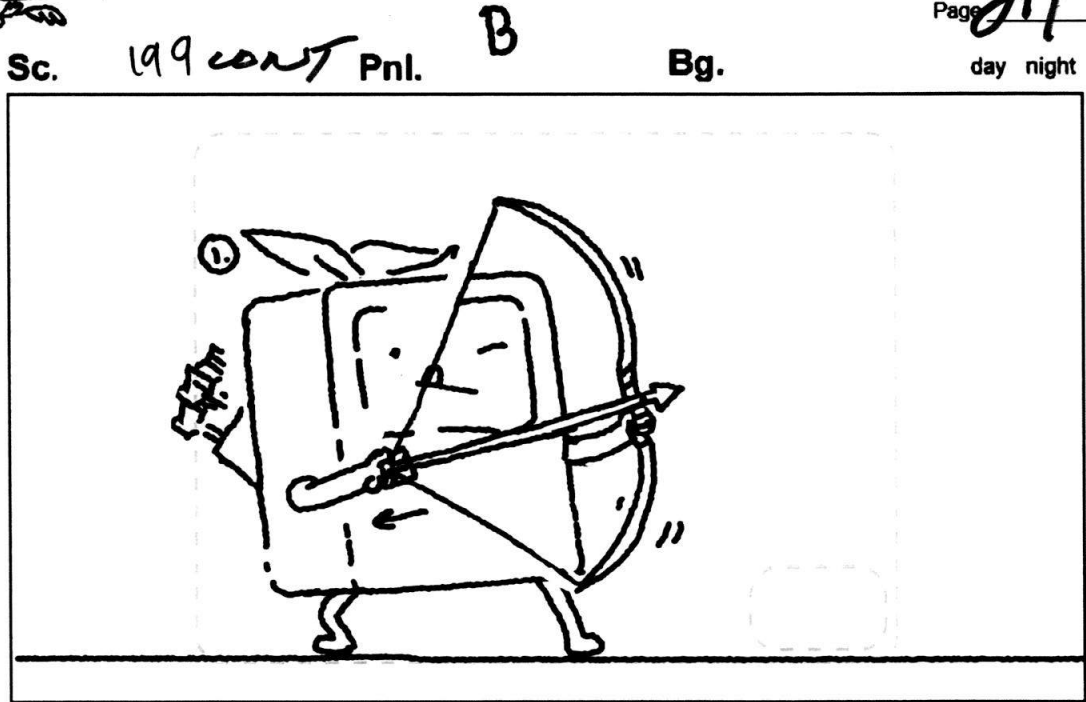
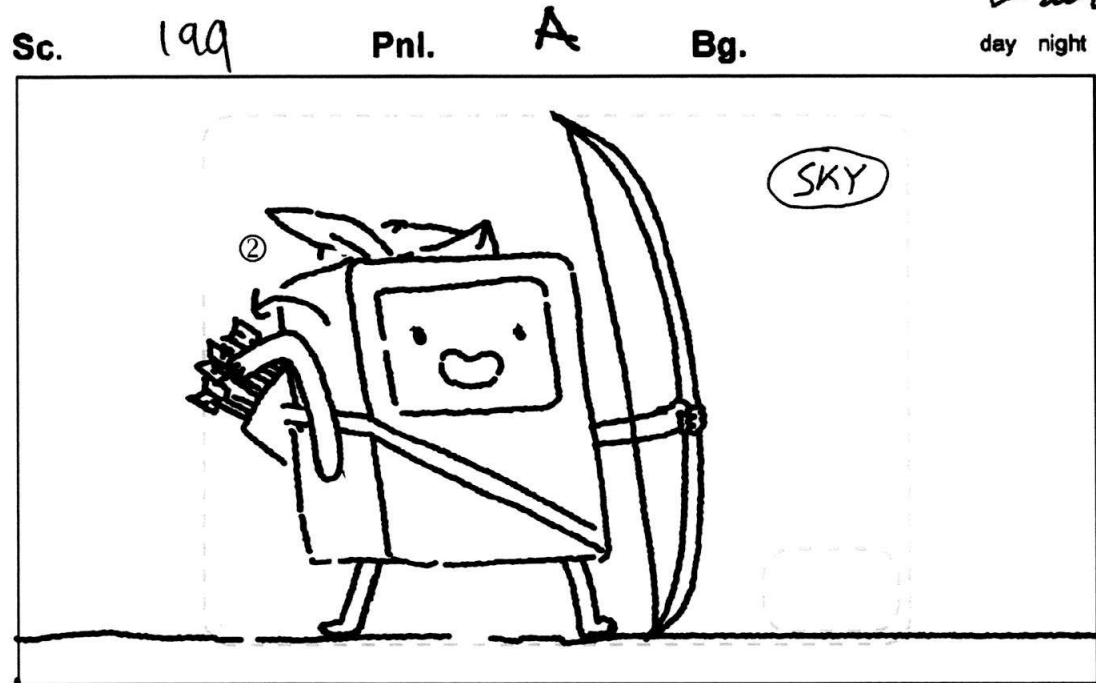
Production :

1025/171

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Cut

ADVENTURE TIME



Dialog:
BMO / I WAS AIMING FOR THE ROPE.

Action: BMO GRABS ANOTHER ARROW.

Timing:

JAN 14 2014

Bmo's aim is shaky.

pot cycle
(1,2,1,2,1,2)
(B,B1,B,B1,B,B1)

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1025/171

Production :

1025/171

1025/171

ADVENTURE TIME



Cut

Page **218**

Sc.

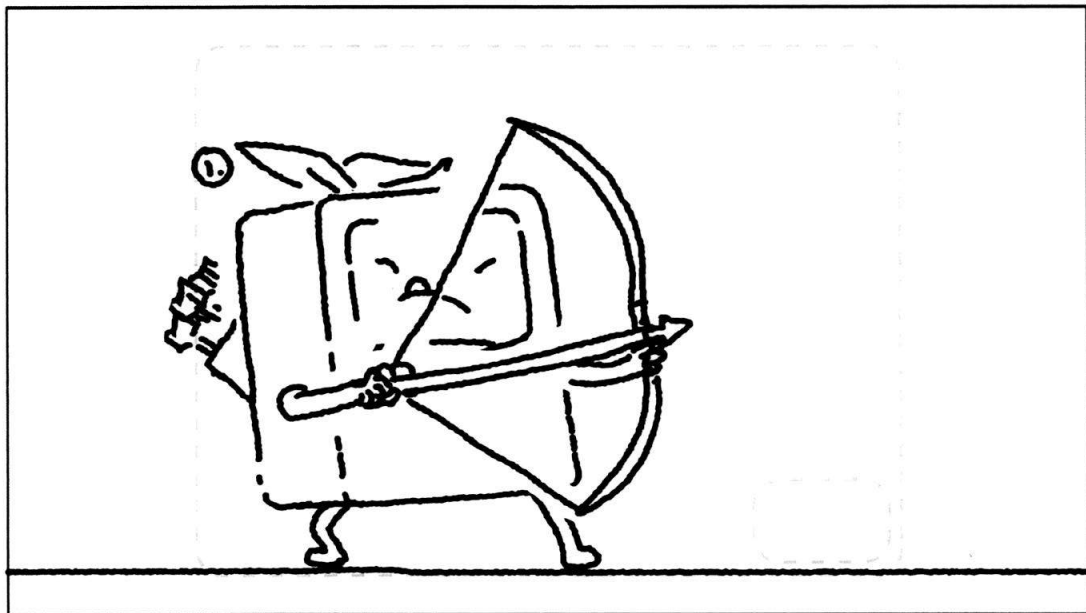
199 *CONT*

Pnl.

C

Bg.

day night



Sc.

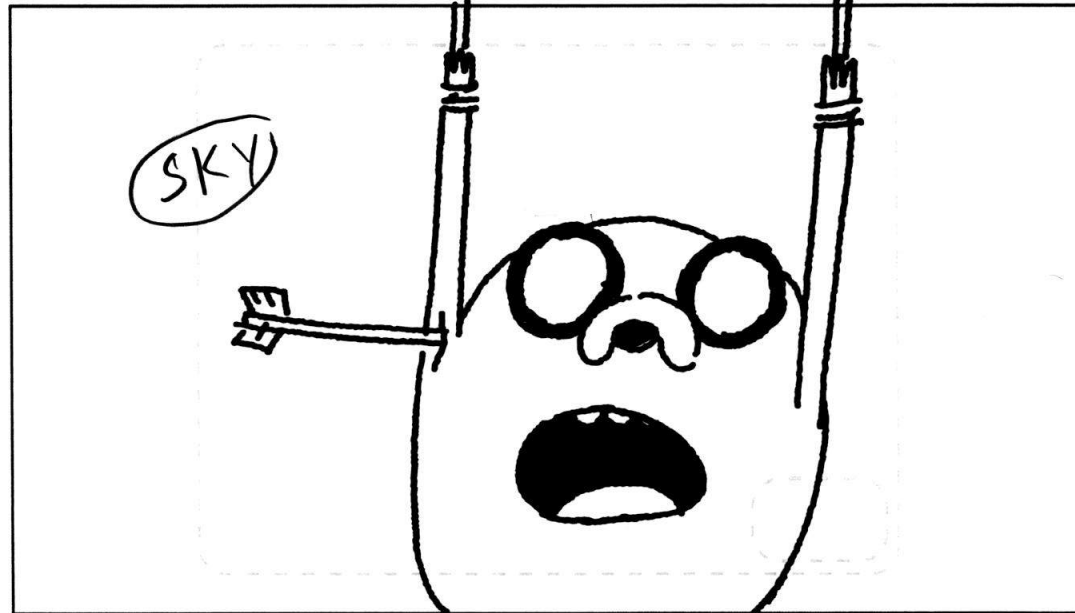
200

Pnl.

A

Bg.

day night



Dialog:

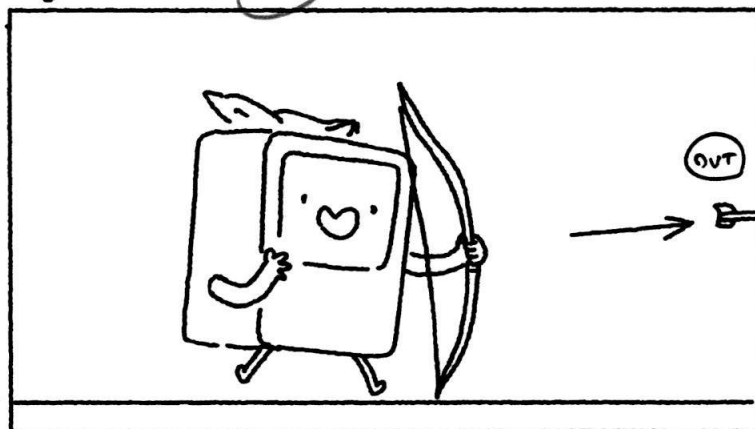
BMO: YAH!

Action: 1. BMO closes
Eyes

Timing: 2. Lets the
arrow fly

2.

(C)



JAKE SCREAMS SILENTLY.

JAN 14 2014

1025 - 171

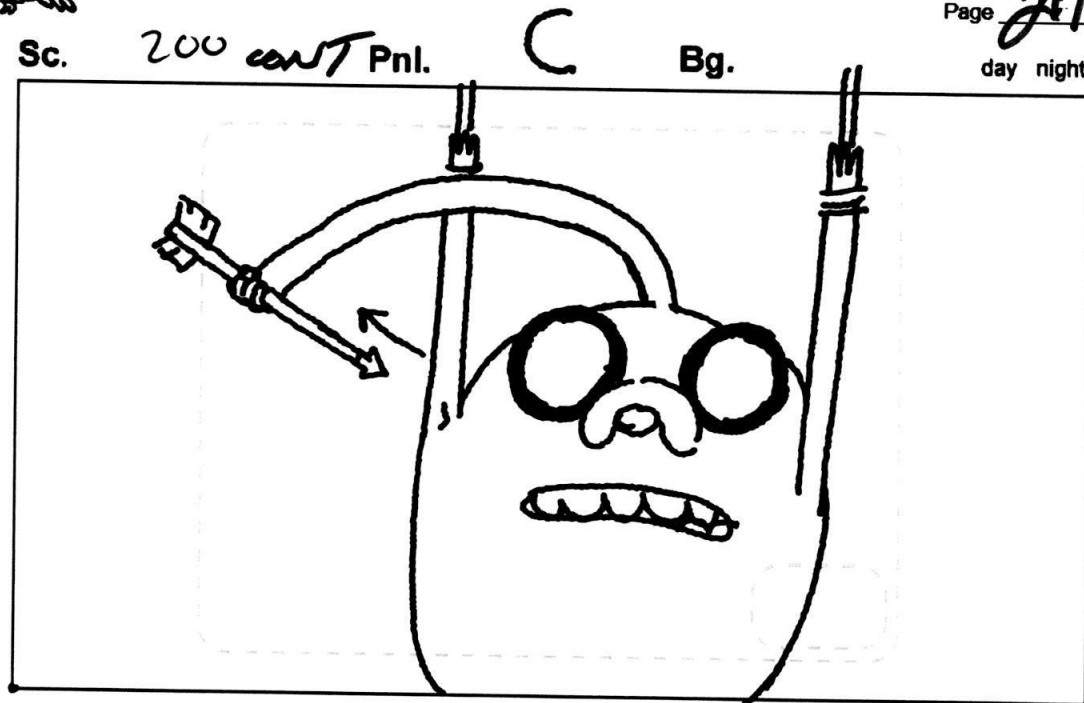
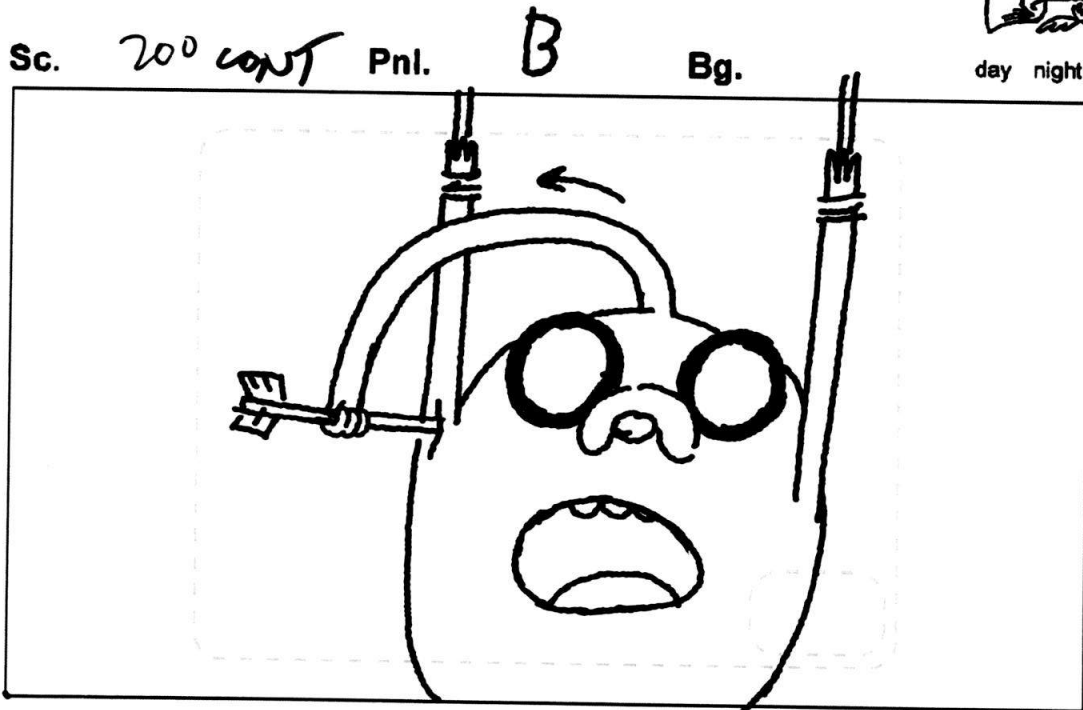
EPISODE #

1025/171

Production :

1025/171

ADVENTURE TIME



| | |
|------------------|---|
| Dialog: | |
| J/ [Wince] Ya! | |
| Action: | 3RD ARM GROWS AND GRABS ARROW YANKS IT OUT. |
| Timing: | |

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Hu
Cust

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EPISODE #

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Production :

1025 / 171

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1025/171

Ho
Cut

ADVENTURE TIME

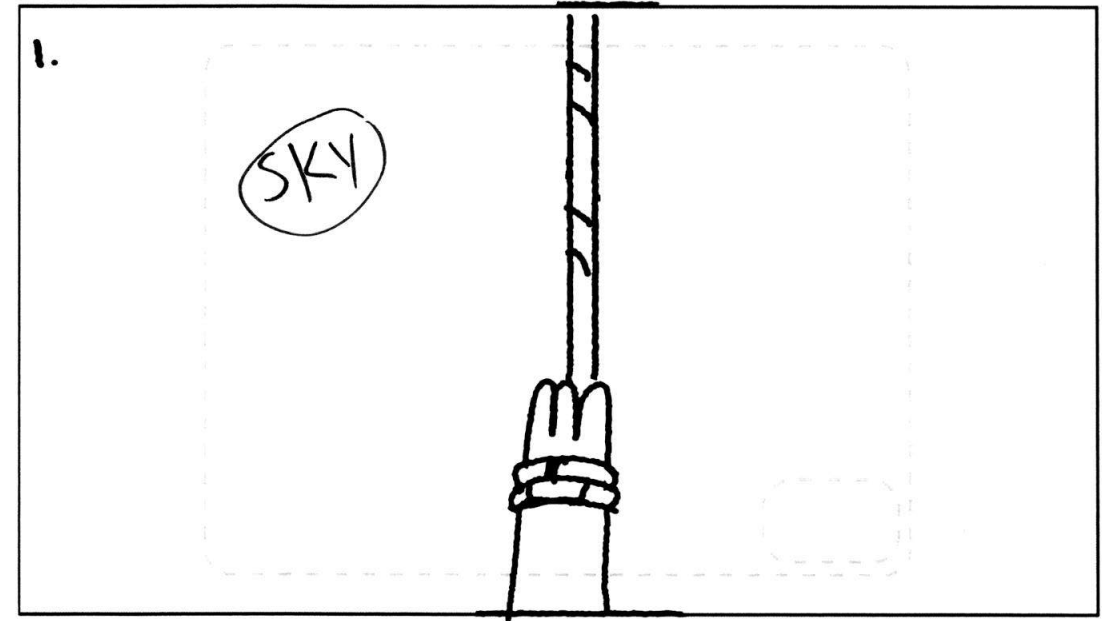


Sc. 201

Pnl. **A**

Bg.

day night

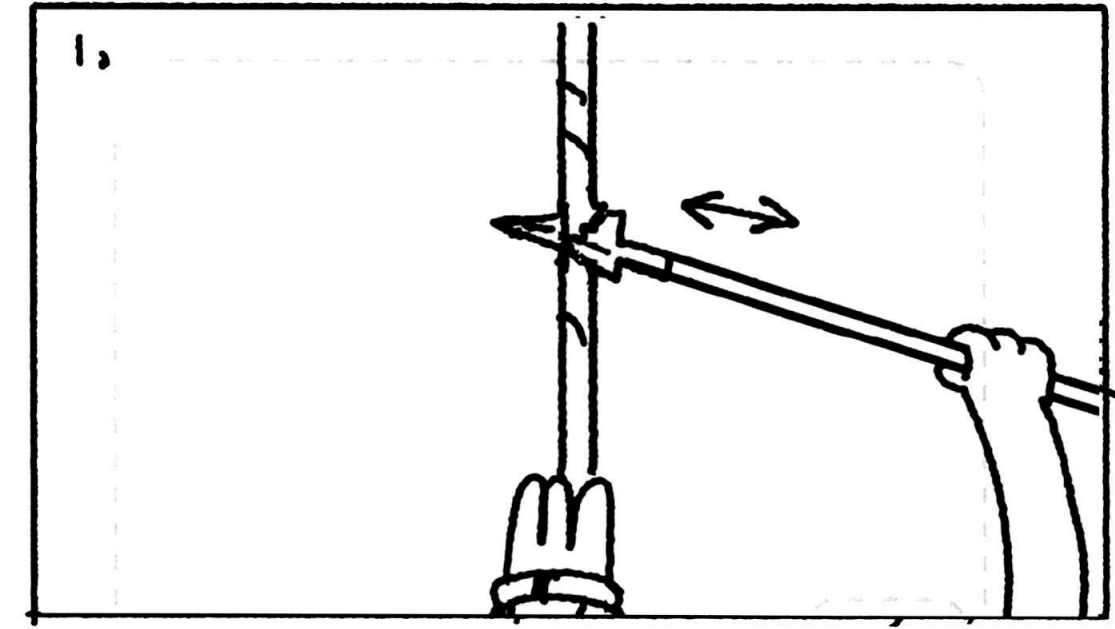


Sc. 201 cont

Pnl. **B**

Bg.

day night

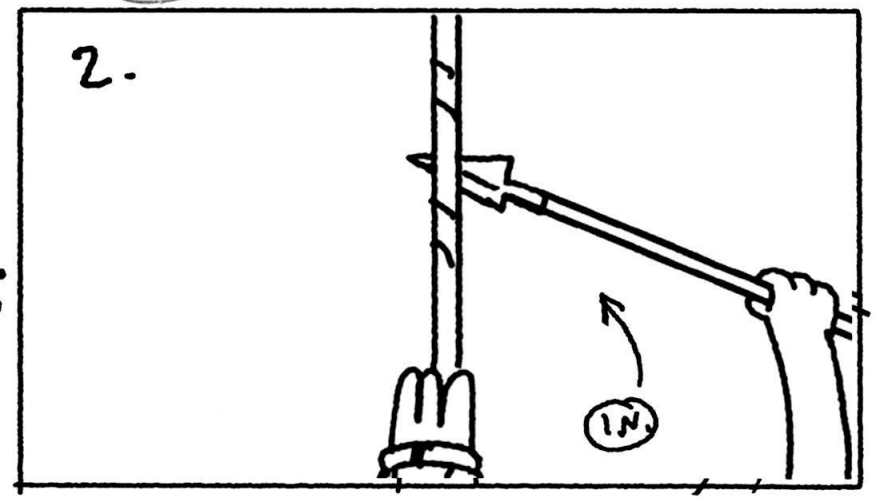


Dialog:

**JAKE USES
ACTION:
A ROUN TIP
TO CUT ROPES**

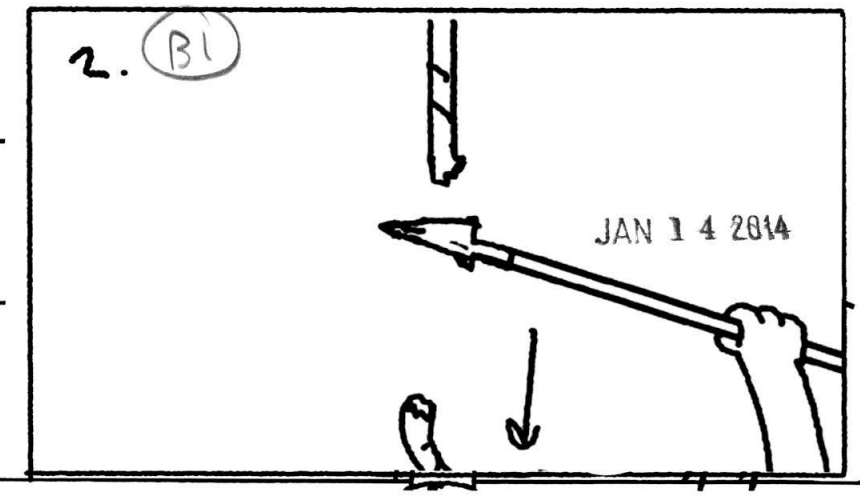
Timing:

(A)



SFX: * SNAP, <

2. (B)



Cut

EPISODE # 1025 - 171

Production :

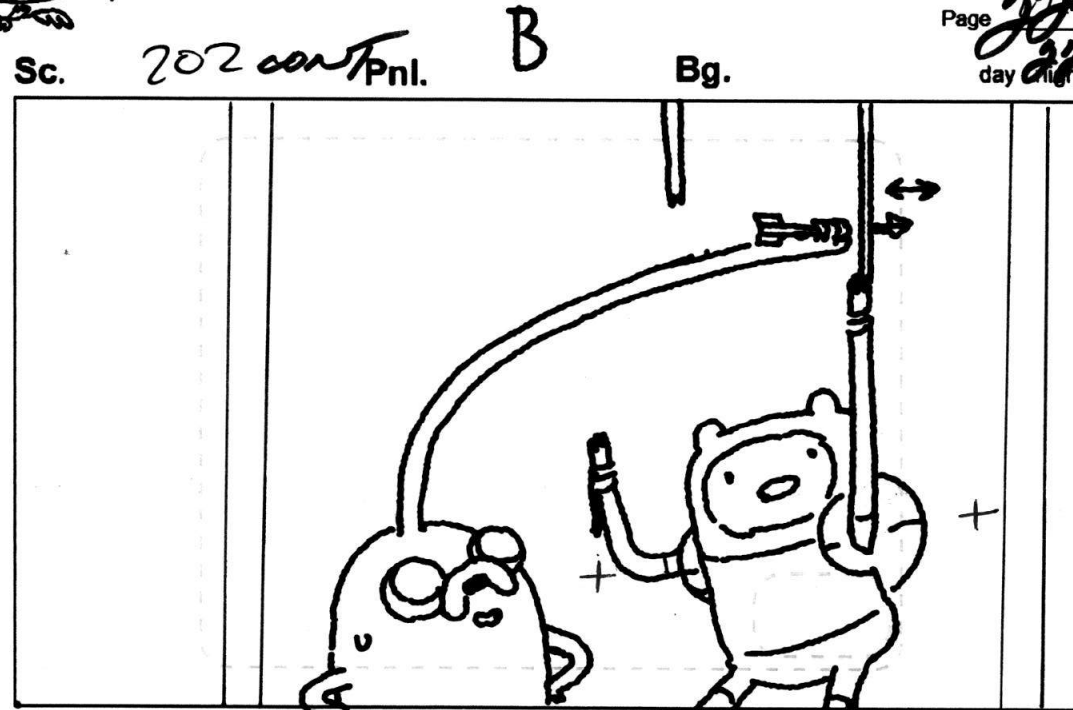
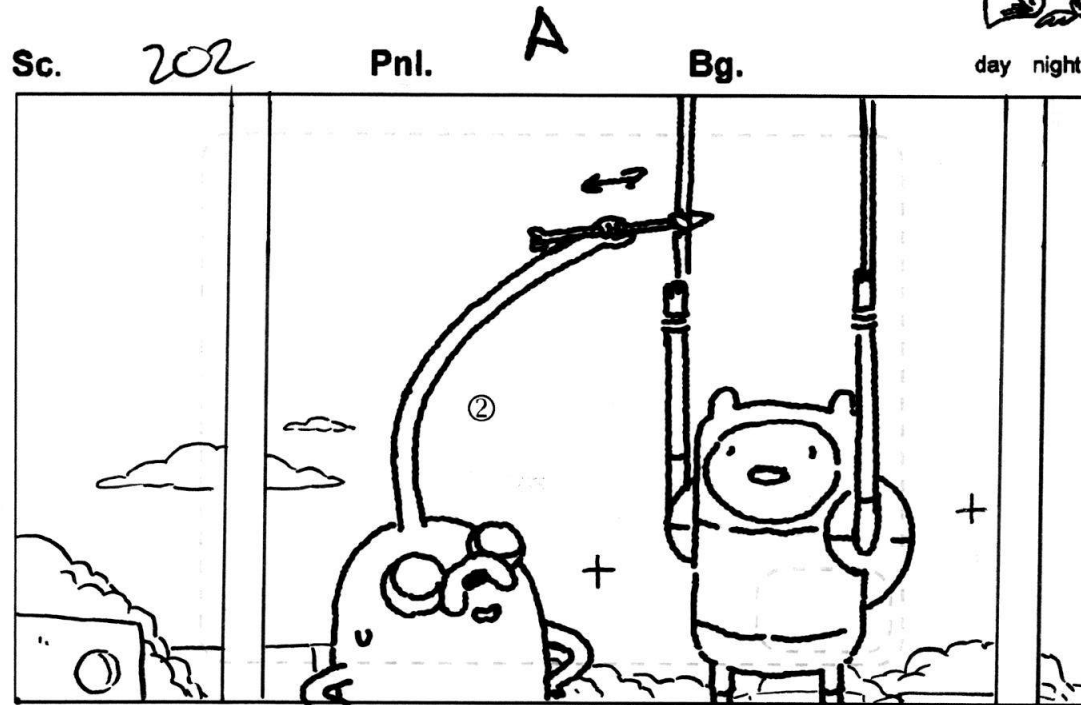
1025/171

1025/171

ADVENTURE TIME



Page **221**
221A NEXT
 day night



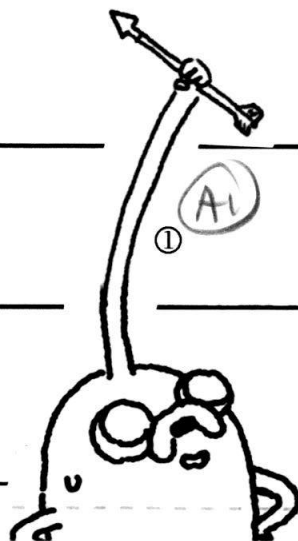
Dialog:

Action:

JAKE CUTS FINN'S ROPES.

JAN 14 2014

Timing:



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EPISODE #

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Production :

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ADVENTURE TIME



Page 221A

222 next

Sc. 202 CONT

Pnl. C

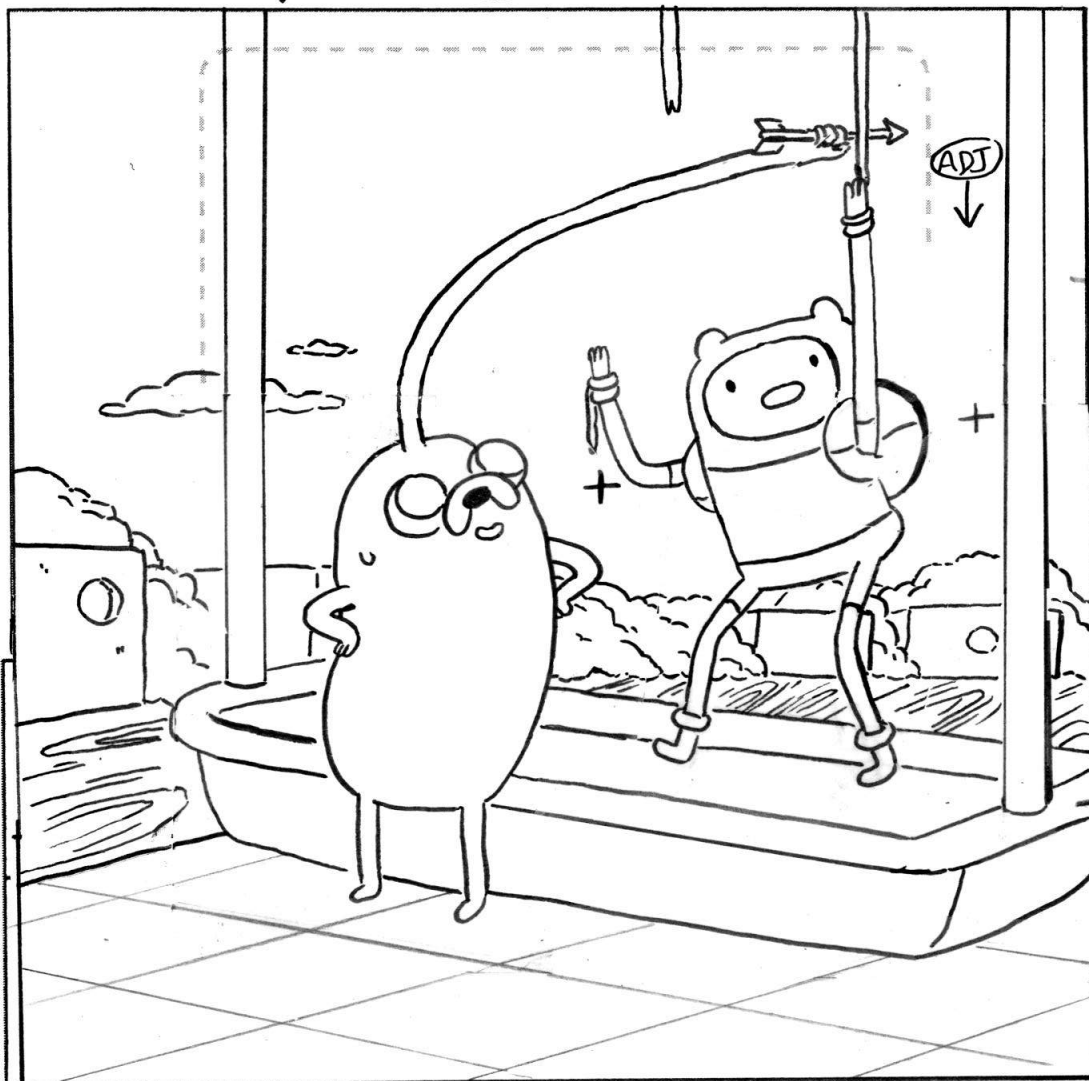
Bg.

day night

Sc.

Pnl.

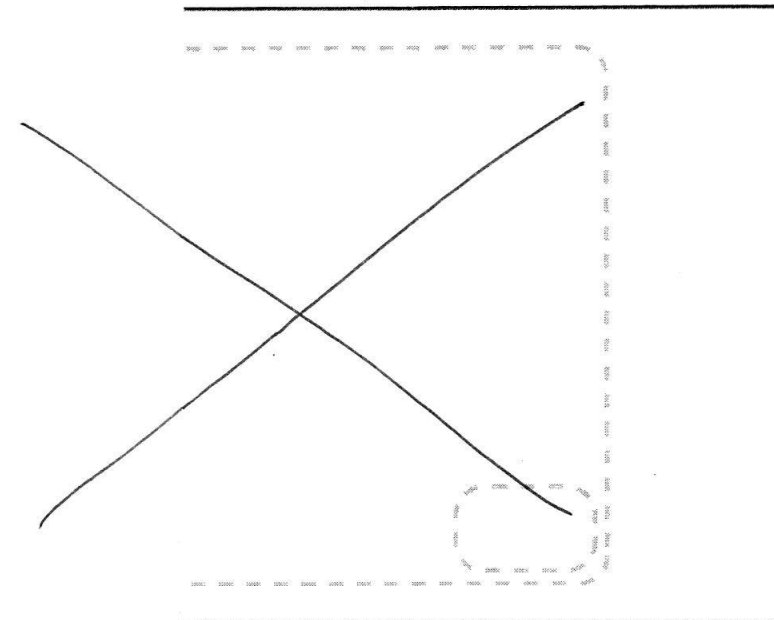
Bg.



A start

vert
pan
down

A stop



JAN 14 2014

EPISODE #

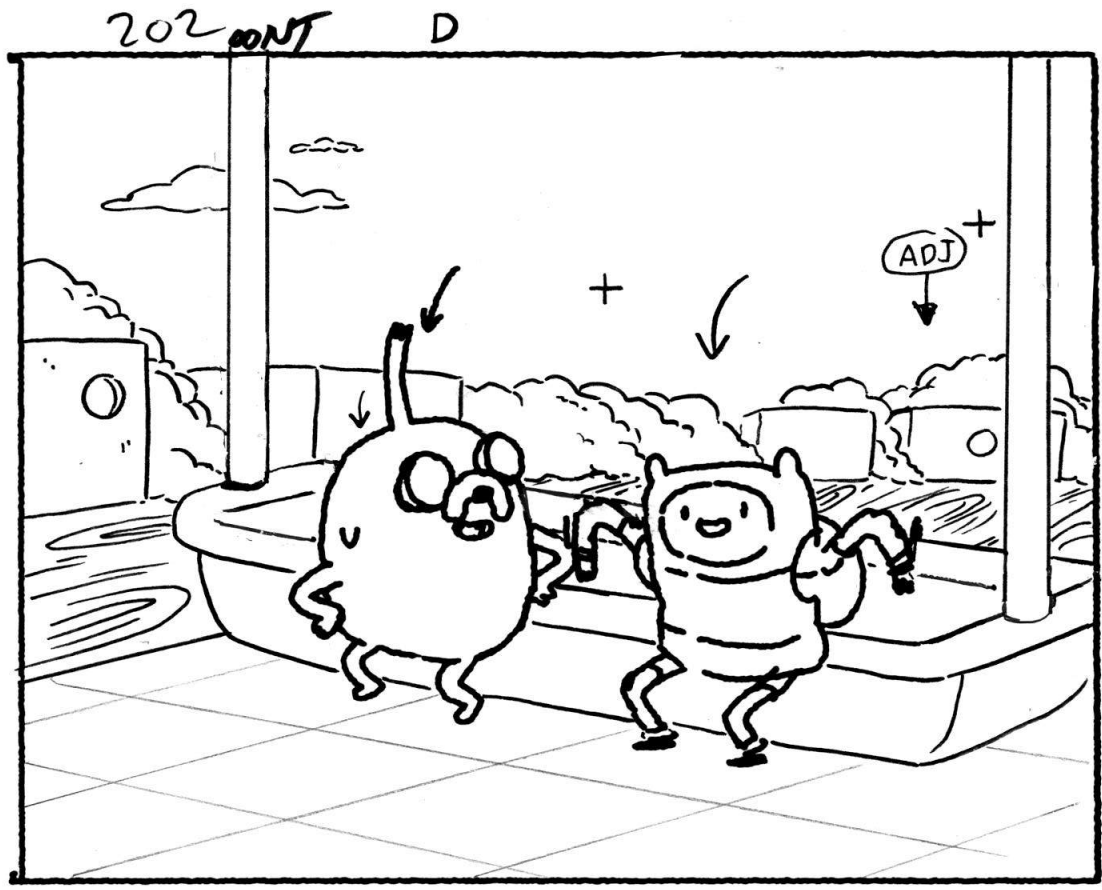
Production :

1025/171

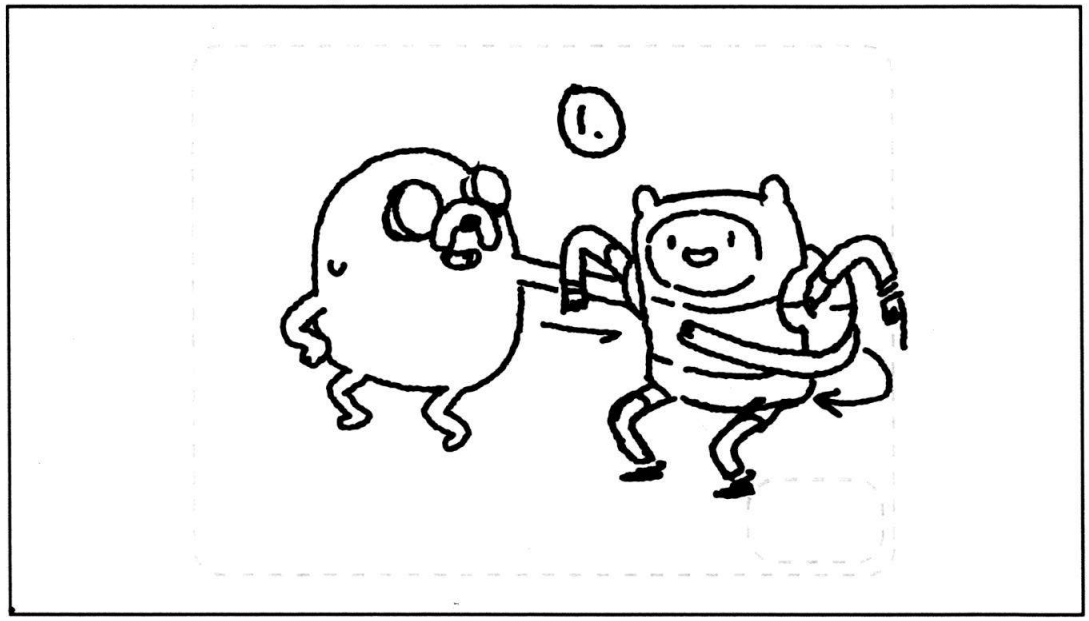
1025/171

1025/171

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Sc. 202 CONT Pnl. E Bg. Page 222 day night

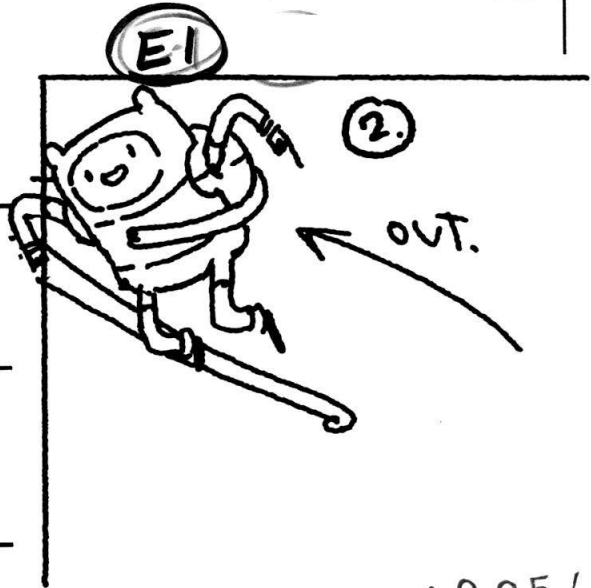


Dialog:

J: LET'S BOUNCE, PO' BOY.

Action:

Timing:



JAN 14 2014

Art

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Production :

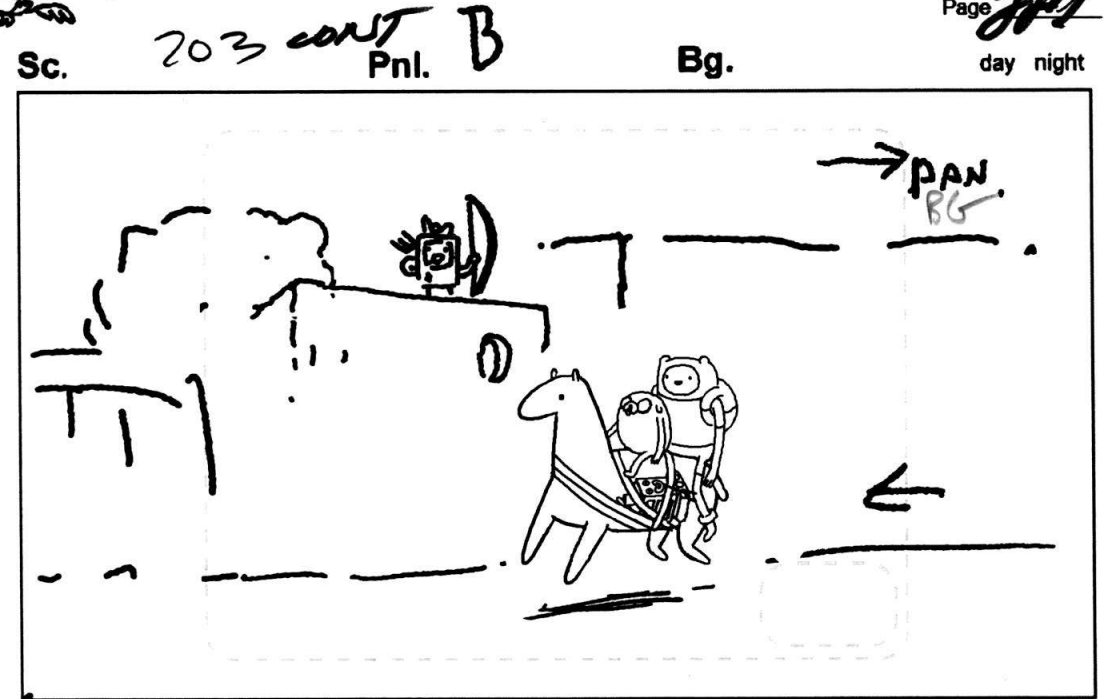
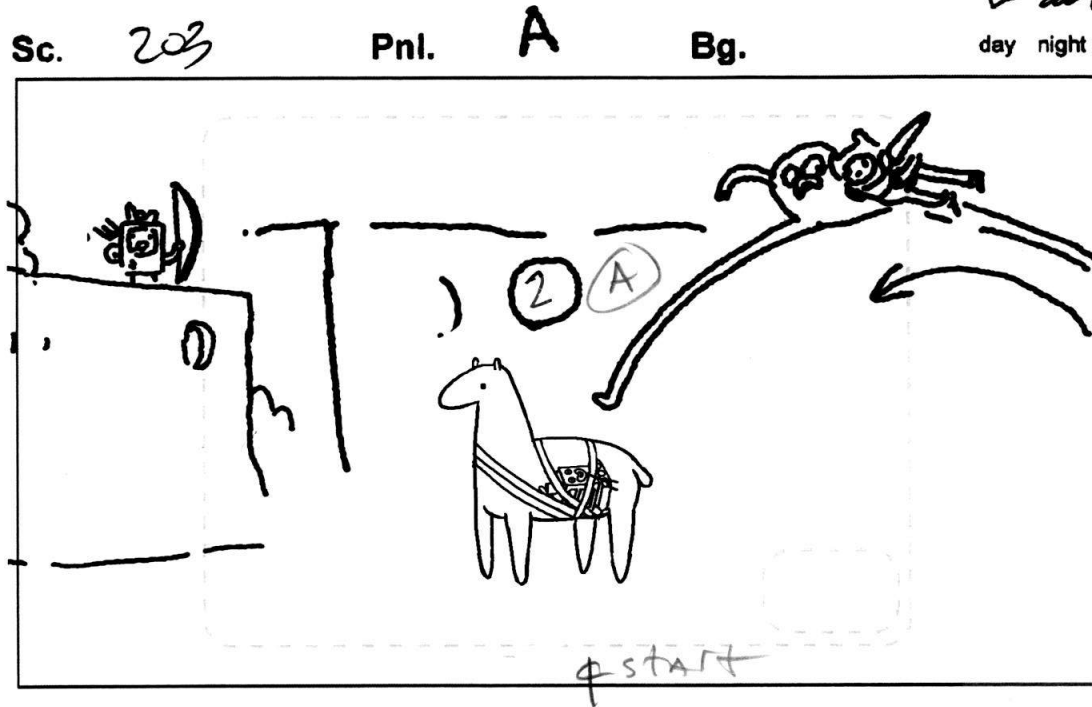
1025/171

Cut

ADVENTURE TIME



Page **272**
day night



EPISODE # 1025 - 171

1025/171

Production :

Dialog:

Action:

F & J Jump onto Horse.

Timing:

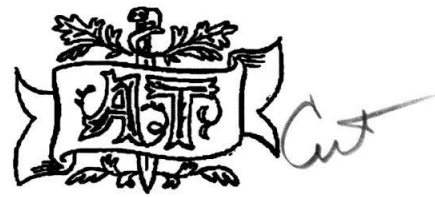


They Ride off.

JAN 14 2014

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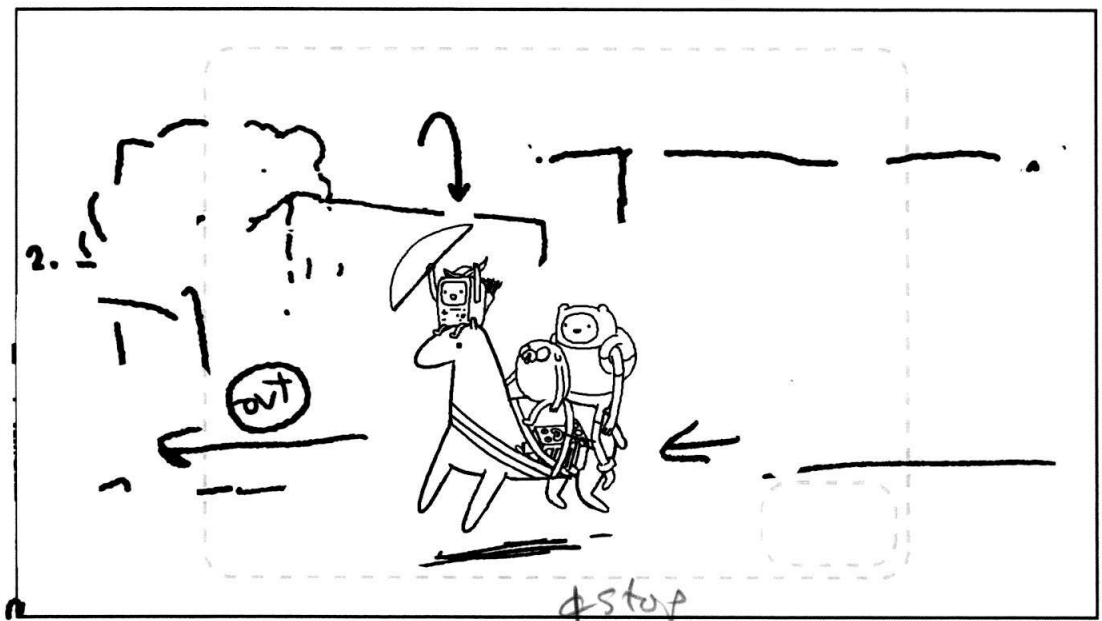
ADVENTURE TIME



Page 224
224 ADVENT
Cut

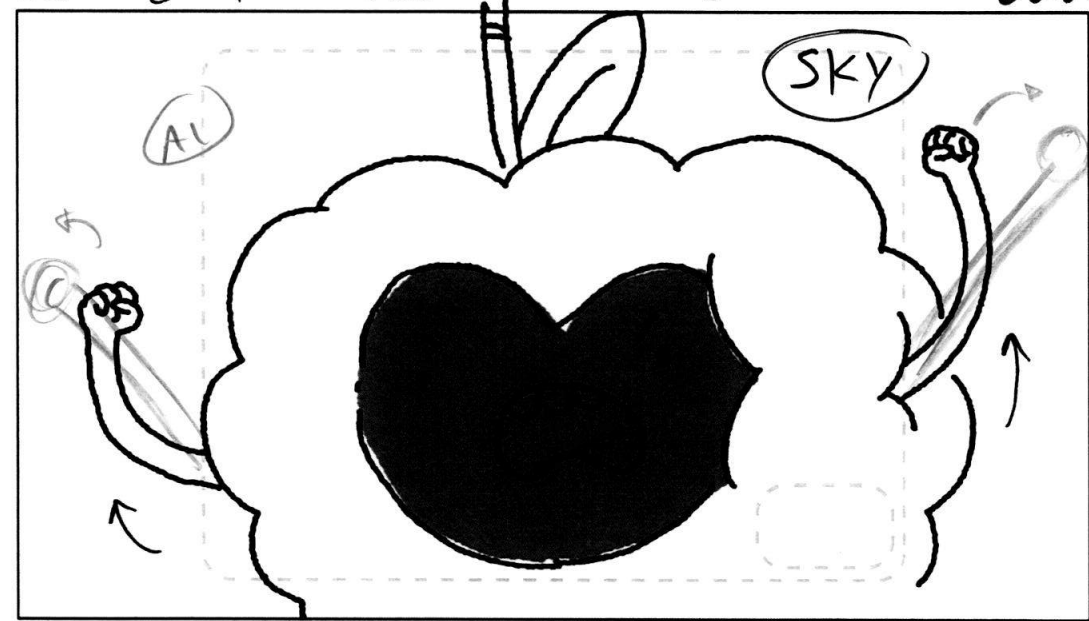
Sc. 203 CONT Pnl. C

Bg. day night



Sc. 204

Pnl. A Bg.



| | | |
|---------|---|-------------------|
| Dialog: | BMO : HA-HA! | WBP/ FINN & JAKE! |
| Action: | Bmo jumps on the horse Horse Rides off screen. | |
| Timing: | JAN 14 2014 | |

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Ho
Cut

ADVENTURE TIME



Page 224A
225/171
day night

Sc. 204A

Pnl. A

Bg.

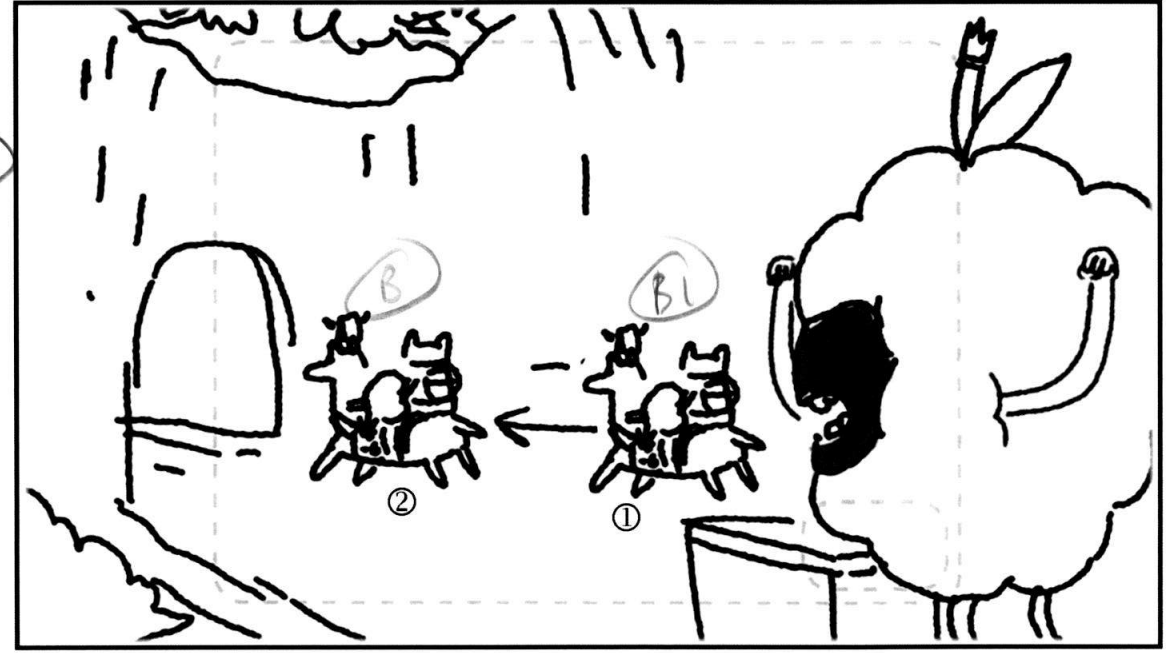
day night

Sc. 204A

cont

Pnl. B

Bg.



| |
|---|
| Dialog: |
| WBP/ If you ever return to Wildberry Kingdom- |
| Action: |
| JAN 1 4 2014 |
| Timing: |

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1025/171

Production:

1025/171

ADVENTURE TIME

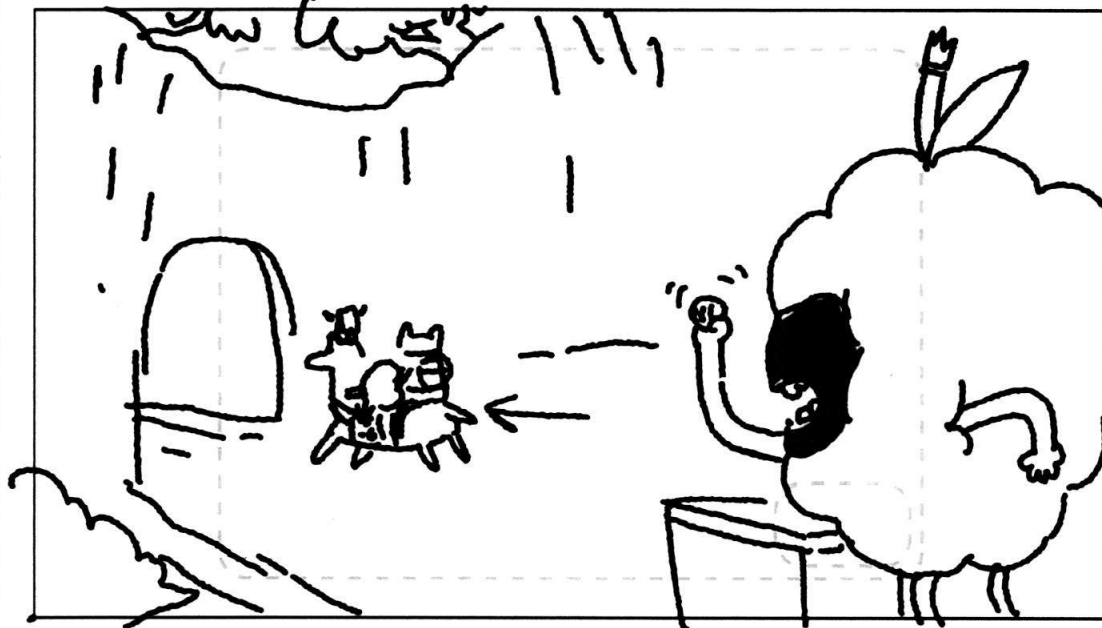


Page **225**
day night

Sc. **204A cont** Pnl. C

Bg.

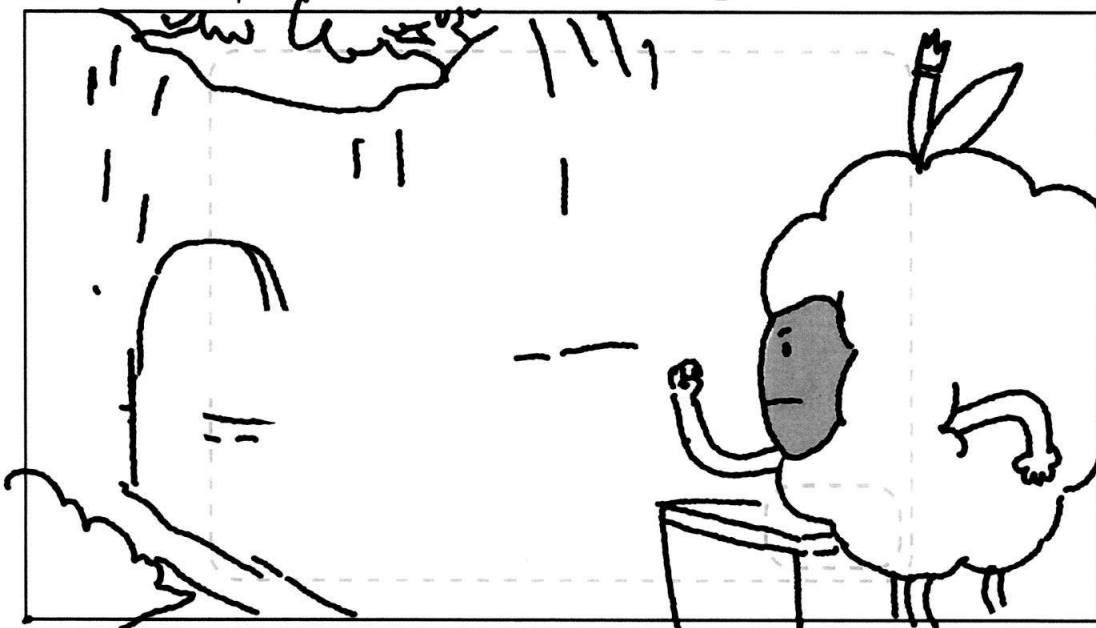
day night



Sc. **204A cont** Pnl. D

Bg.

day night



Dialog:

WBP/ again I'll have you double dipped in gold.

. . .

Action:

- WBP shake Ast.
- HORSE RIDES OUT .

RED FADES TO PINK.

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Timing:

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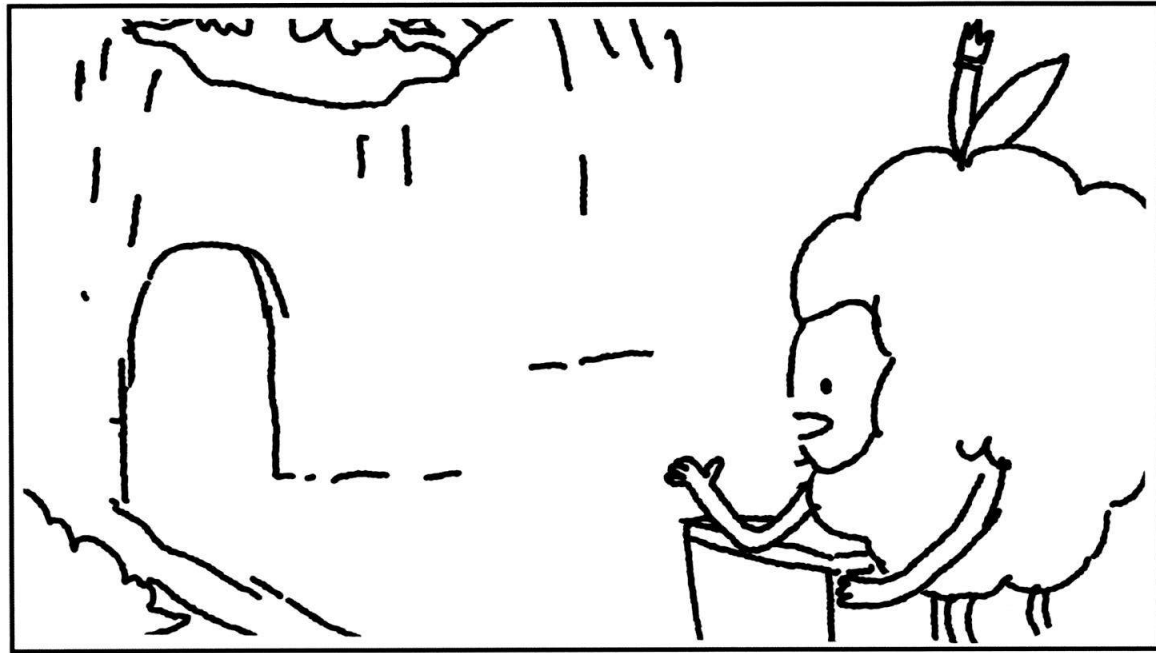
1025/171

ADVENTURE TIME

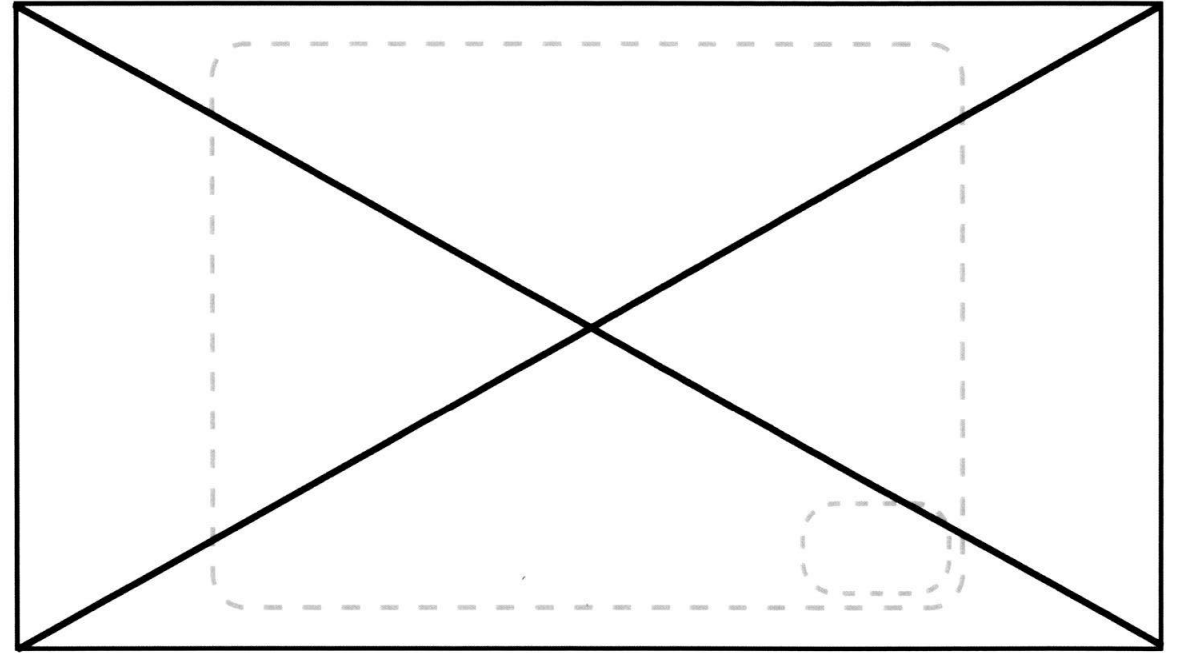


Cut w/ wipe
to Post

Sc. 204 A const Pnl. E Bg. day night



Sc. Pnl. Bg. day night



| | |
|---|-------------|
| Dialog: (pov/te) WBP/...UNLESS I GAT A WRITTEN APOLOGY. | |
| Action: pink fades to normal face color. | JAN 14 2014 |
| Timing: | |

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1025/171

Production:

1025/171

Cut w/wipe
to Post

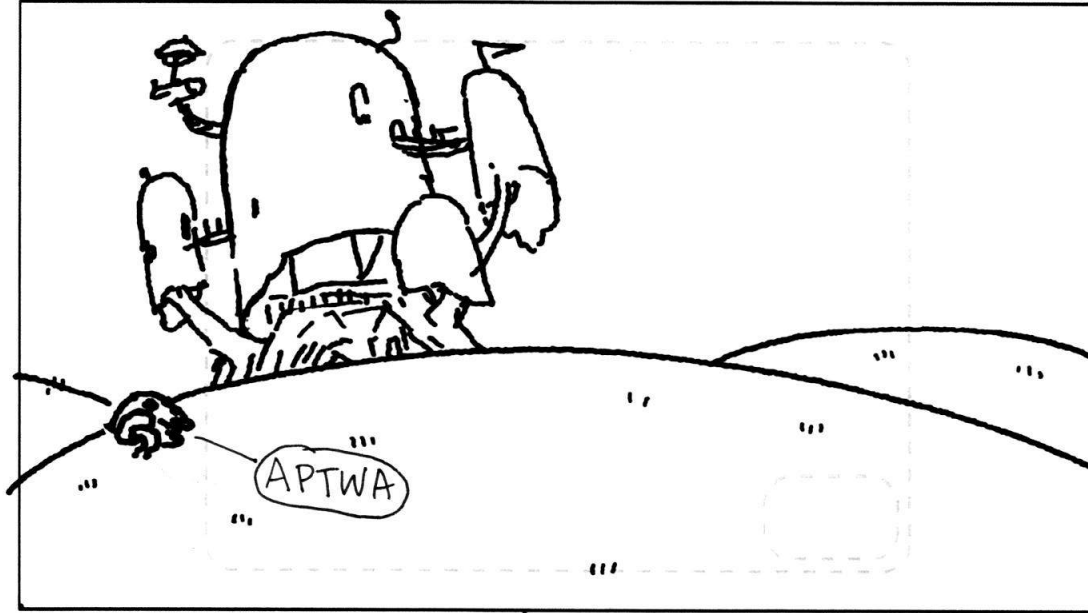
ADVENTURE TIME



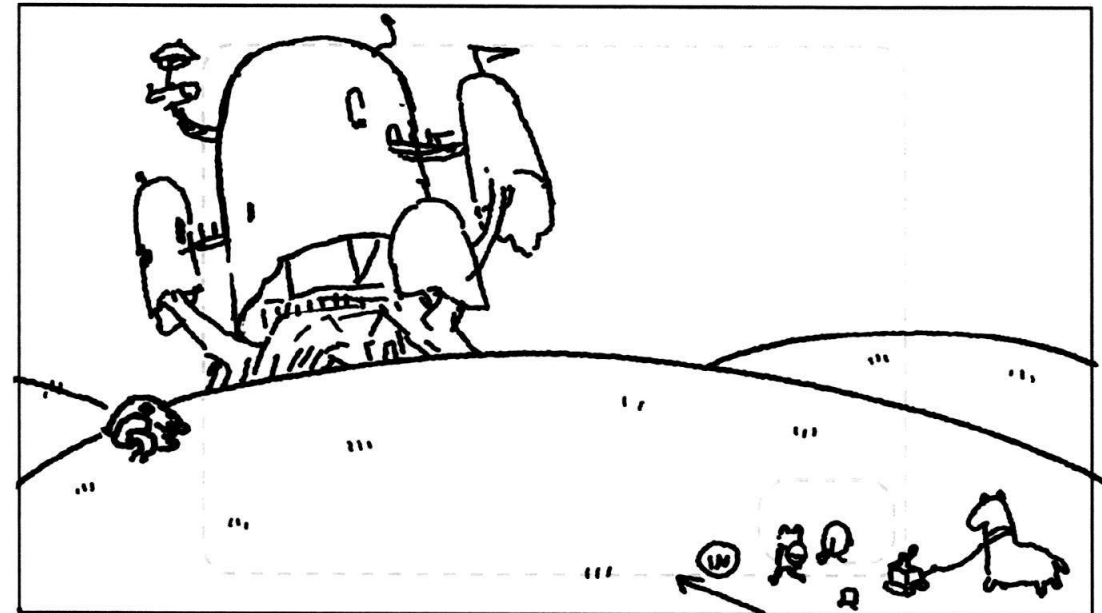
Page **227**
day night

Hu
Cut

Sc. 205 Pnl. A Bg. day night

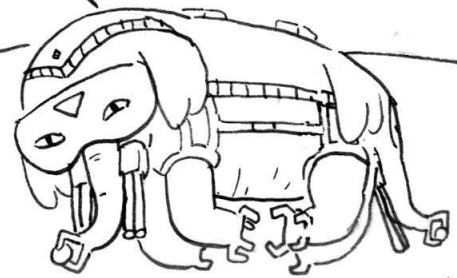


Sc. 205 cont Pnl. B Bg. day night



| | |
|---------|----------------------------------|
| Dialog: | |
| Action: | APTWA STILL LYING ON THE GROUND, |
| Timing: | |

APTWA
DETAIL Pos A



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Handwritten initials: "HJ" and "CW"

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ADVENTURE TIME



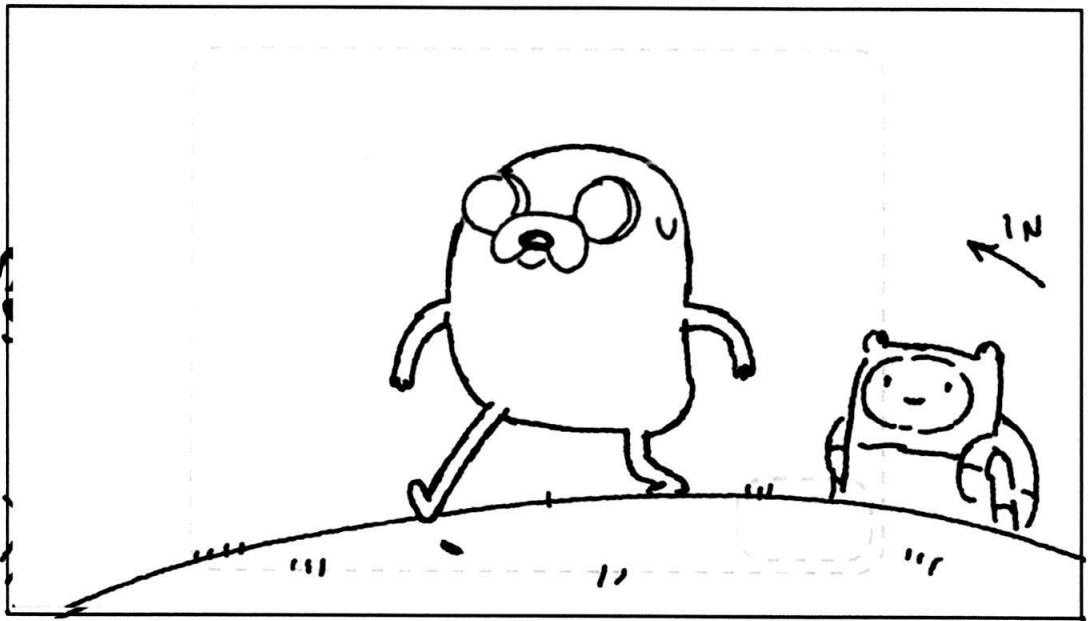
Sc. *206* Pnl. *A* Bg.

day night



Sc. *206 cont* Pnl. *B* Bg.

Page *28*
229A NEXT
day night



| |
|---------|
| Dialog: |
| Action: |
| Timing: |

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ADVENTURE TIME



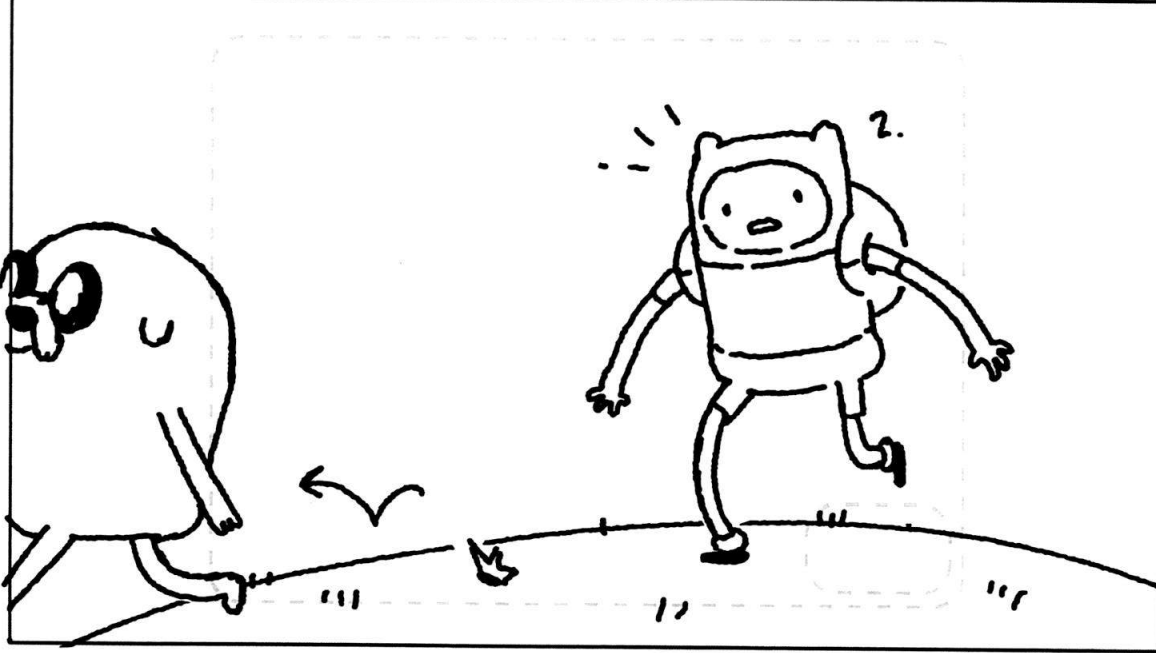
Ho
Cut

209 NEXT

Sc. 204 CONT Pnl. C

Bg.

day night

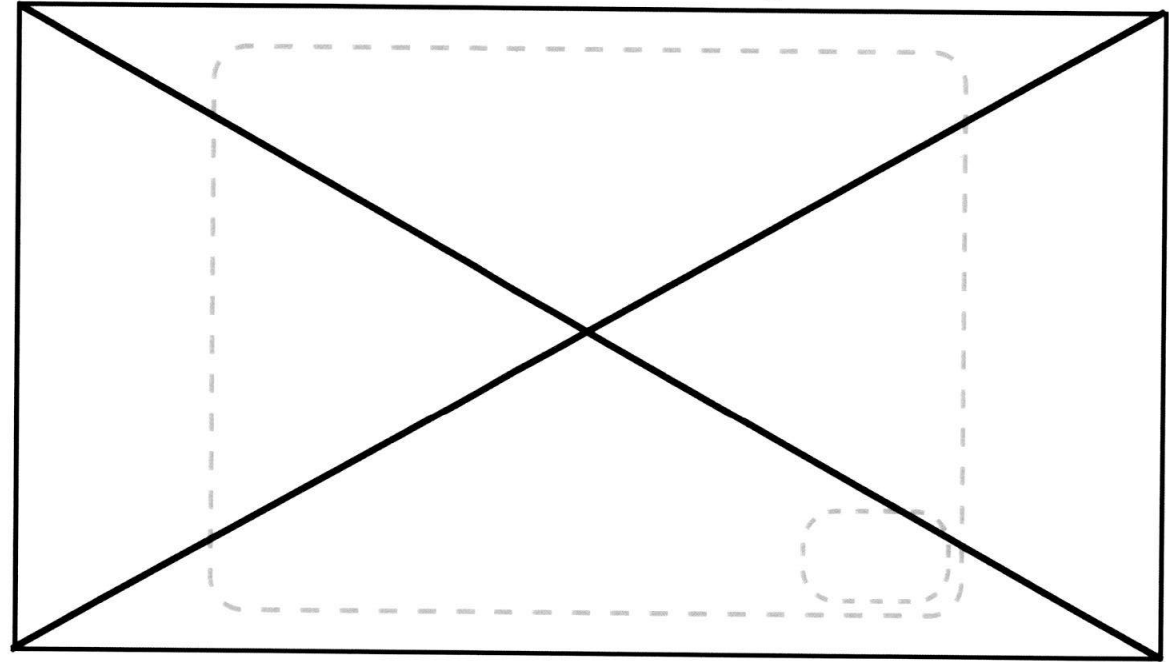


Sc.

Pnl.

Bg.

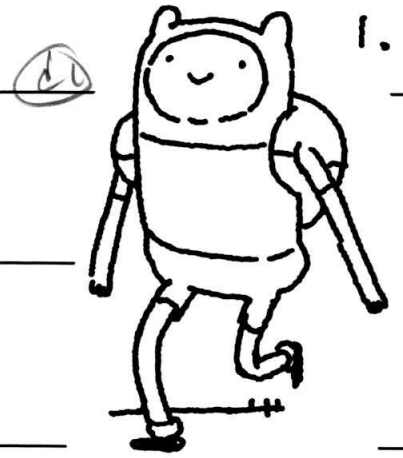
day night



Dialog:

F: (SURPRISED NOISE)

Action:



Timing:

JAN 14 2014

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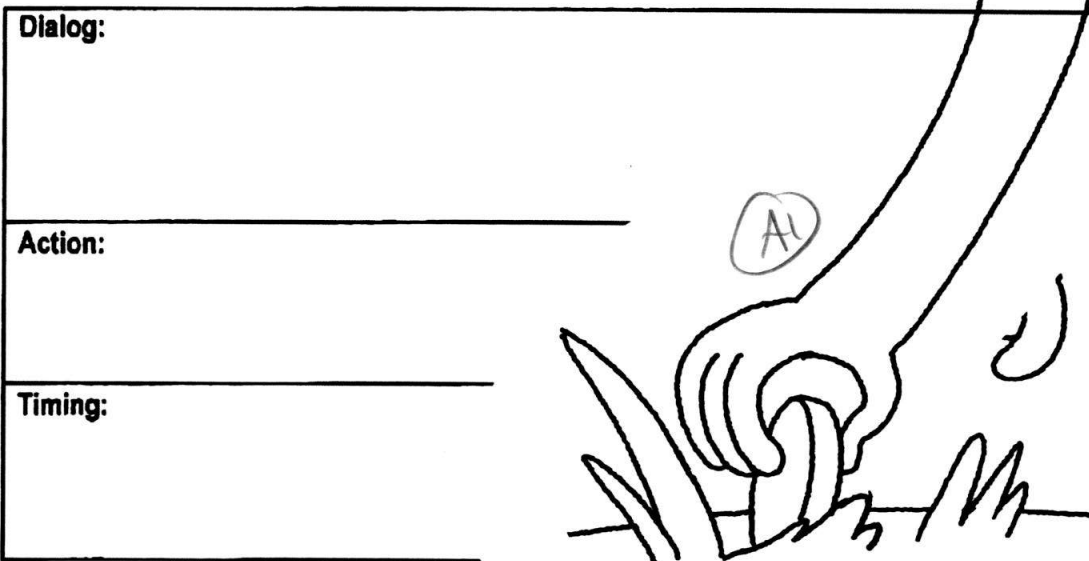
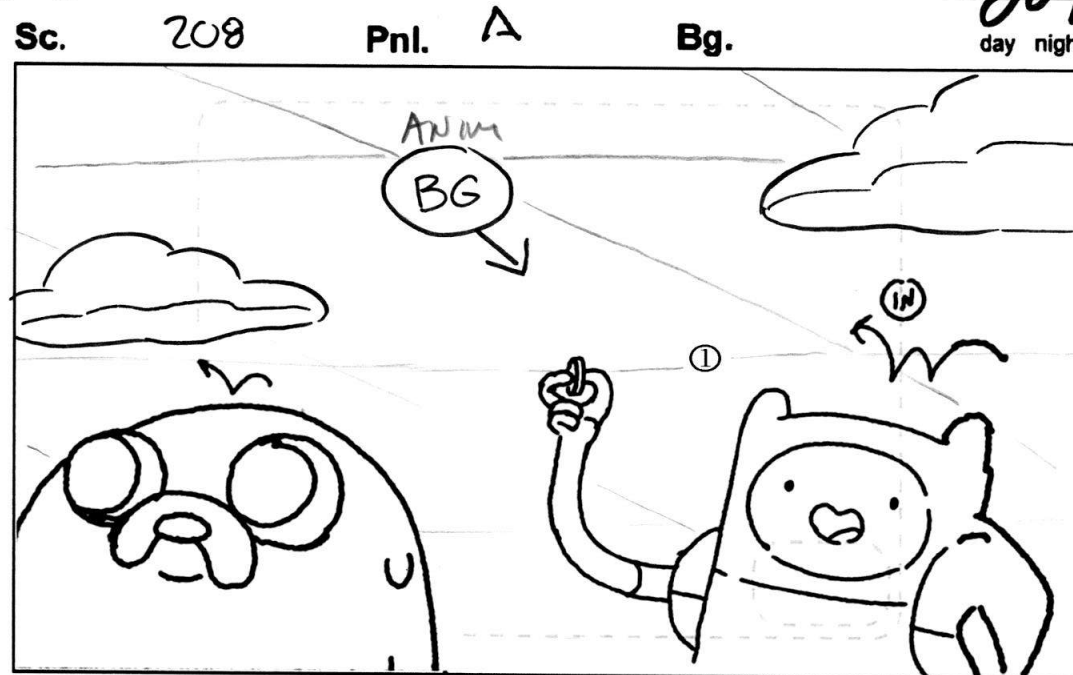
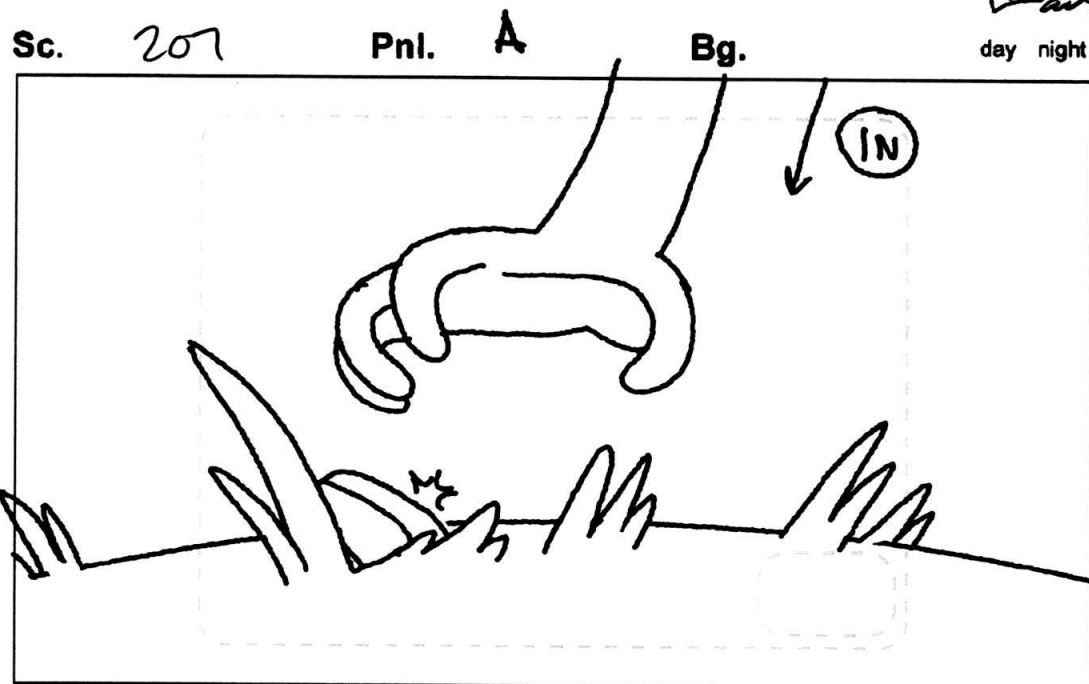
Production:

1025/171

ADVENTURE TIME

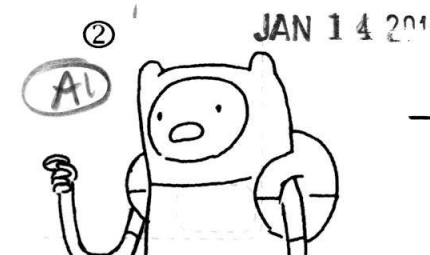


Page **229**
day night



F/ GOLD PIECE.

JAKE IS WALKING.



1025 - 171

EPISODE #

1025/171

Production :

1025/171-

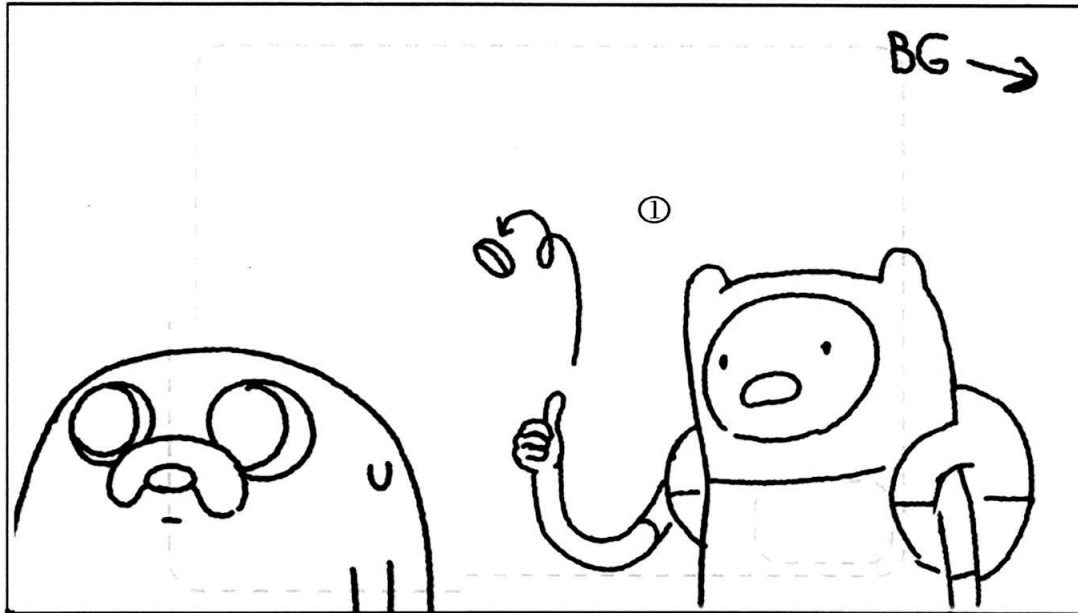
1025/171

ADVENTURE TIME

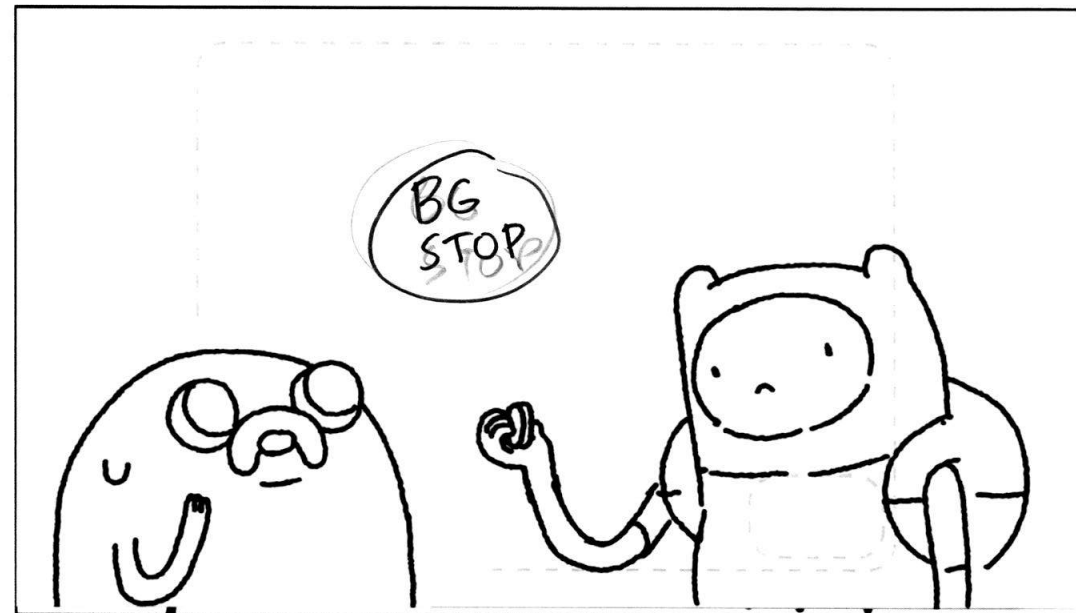


Page 230
day night

Sc. 208 *cont* Pnl. B Bg. day night



Sc. 208 *cont* Pnl. C Bg. day night

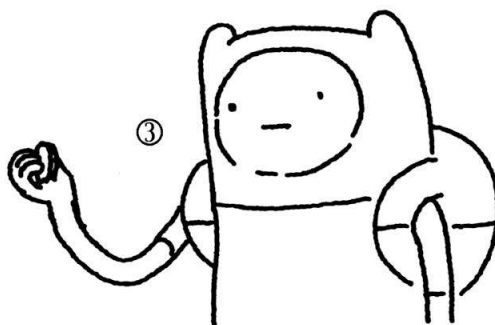
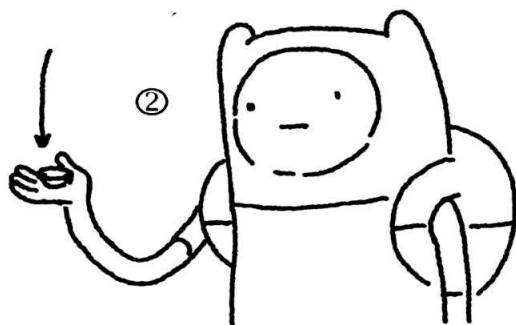


Dialog: F/ YOU WANNA FLIP TO SEE WHO
Writes THAT APOLOGY LETTER?

J/ HOW BOUT -

Action:

Timing



JAN 14 2014

1025/171

EPISODE # 1025 - 171

1025/171

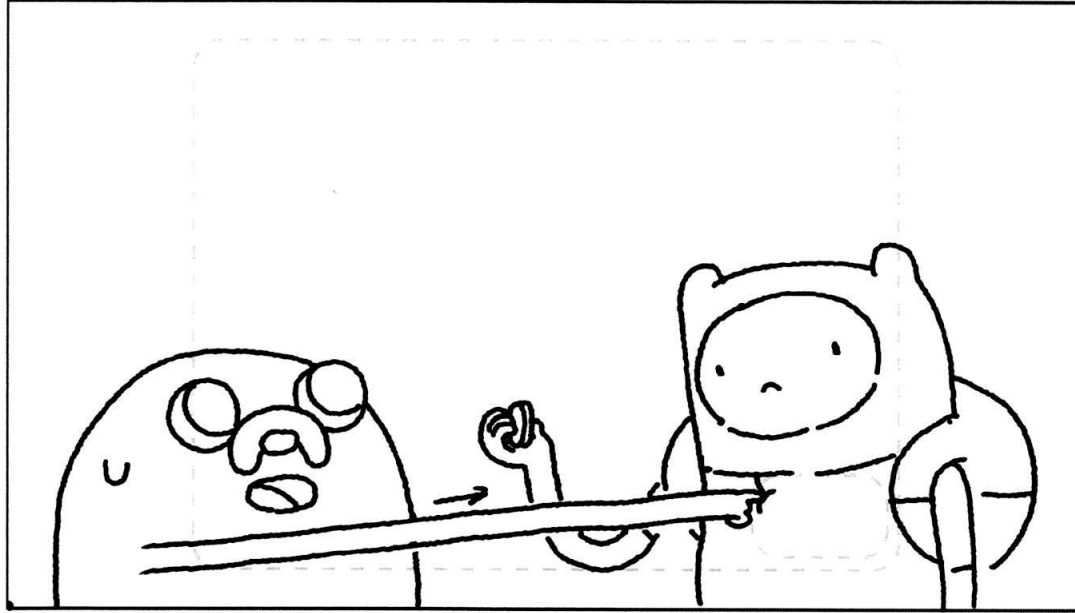
ADVENTURE TIME



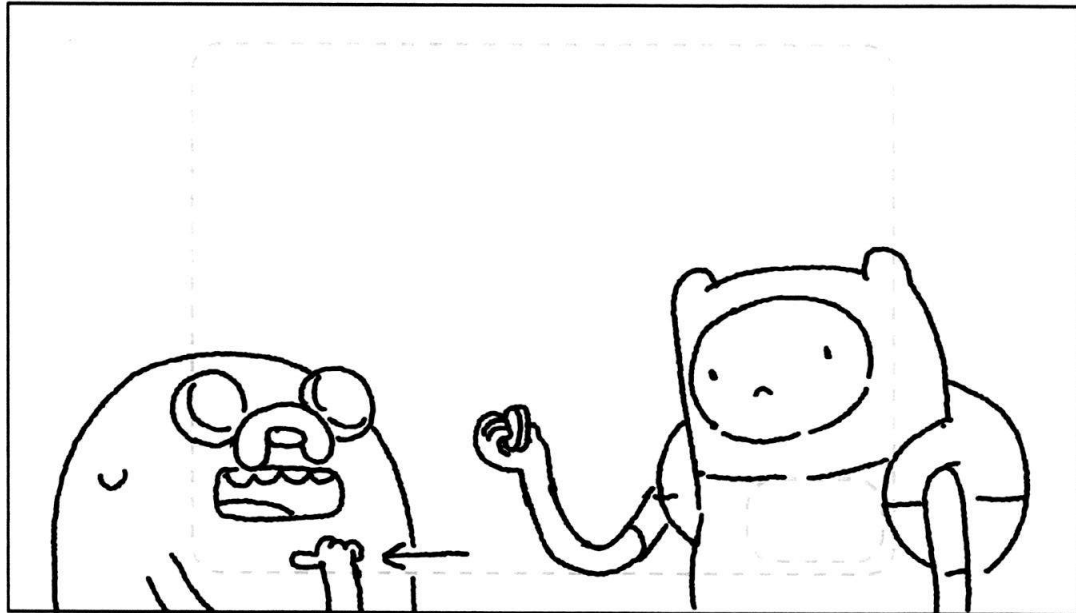
no Scs. 209-210

Page *231*
date *2/2/14*
cont

Sc. 208 *cont* Pnl. D Bg. day night



Sc. 208 *cont* Pnl. E Bg.



| | |
|--------------------|---------------|
| Dialog: | |
| J/ YOU WRITE IT -- | J/ I SIGN IT. |
| Action: | |
| JAN 14 2014 | |
| Timing: | |

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EPISODE #

Production :

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ADVENTURE TIME



Page 231A

231A NEXT
day night

He Cut
Sc. 211

Pnl. A

Bg.

day night

Sc. 211 *cont*

Pnl. B

Bg.



Dialog:

F/ Haha.

Panel w/ ripple cycle

F/ No way man.

Action:

JAN 14 2014

Timing:

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ADVENTURE TIME



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Sc. 211 *cont* Pnl. C

Bg.

day night



Sc. 211 *cont* Pnl. D

Bg.

day night



Dialog:

Action:

Timing:



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1025 - 171

EPISODE #

Production :

1025/171

1025/171

1025/171

Cut

ADVENTURE TIME



Ho
Cut

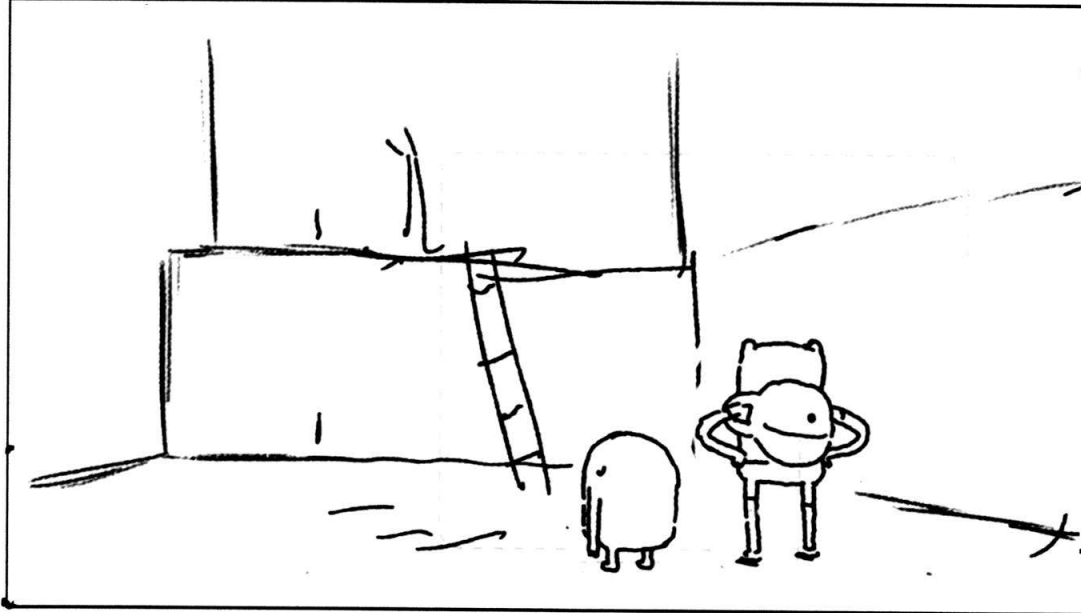
Page **233**
day night

Sc. 212

Pnl. A

Bg.

day night

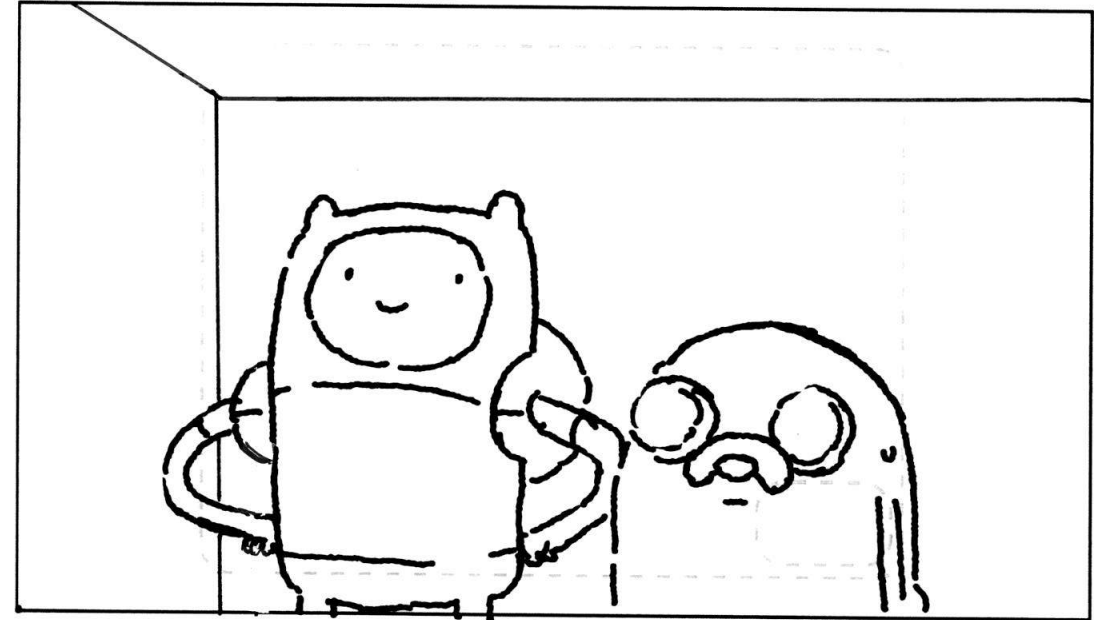


Sc. 213

Pnl. A

Bg.

day night



Dialog:

Action:

- FINN + JAKE STARE AT EMPTY TREASURE ROOM.

JAN 14 2014

Timing:

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ADVENTURE TIME



NO SC
214

Sc.

213 cont Pnl.

B

Bg.

day night

Sc.

213 cont Pnl.

C

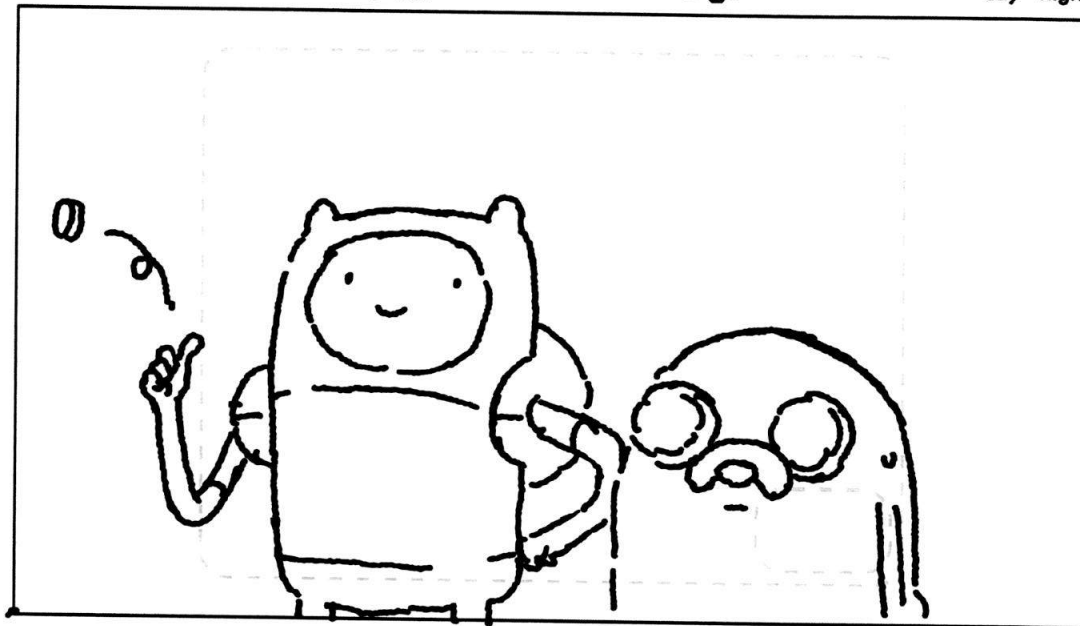
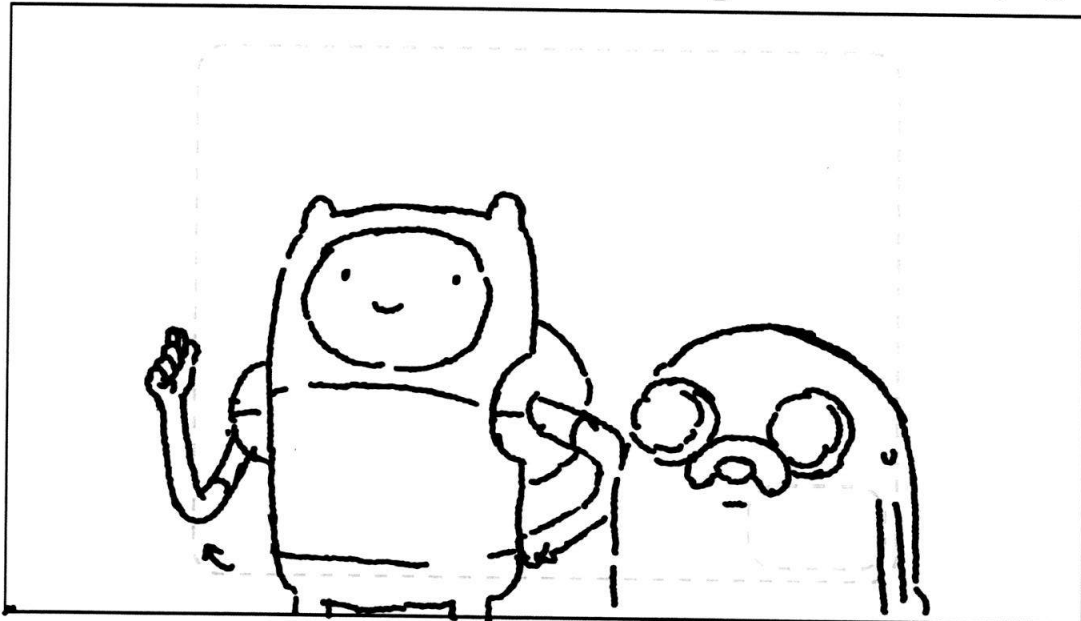
Bg.

Page

214

day night

Art



Dialog:

SFX: * TING *

Action:

- F. FLIPS COIN

JAN 14 2014

Timing:

1025 - 171

EPISODE #

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Production :

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ADVENTURE TIME

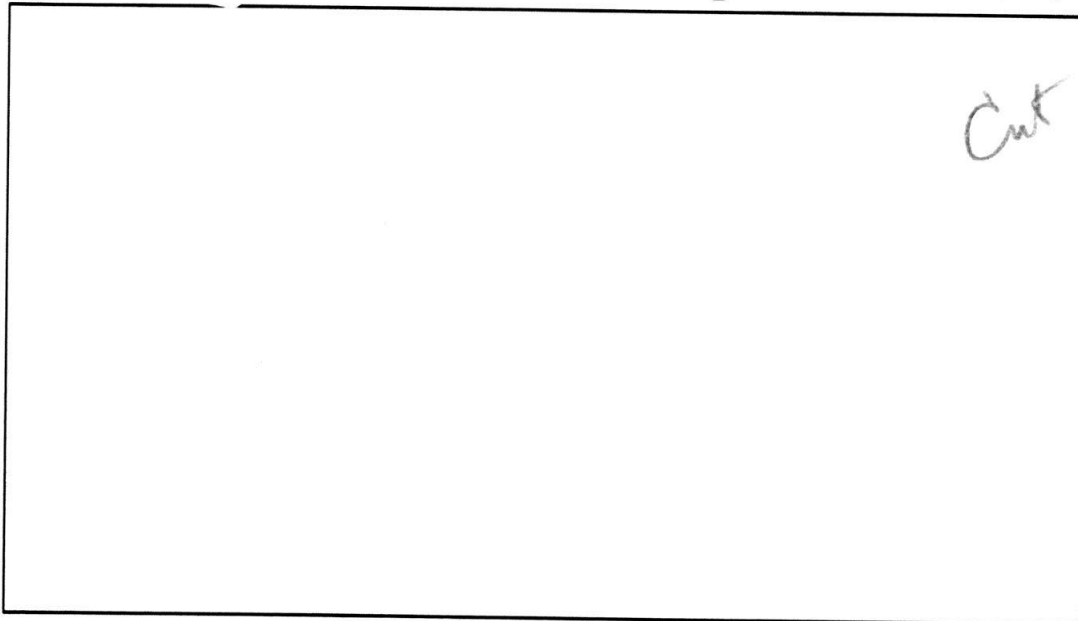


Sc.

Pnl.

Bg.

day night



Sc.

215

Pnl.

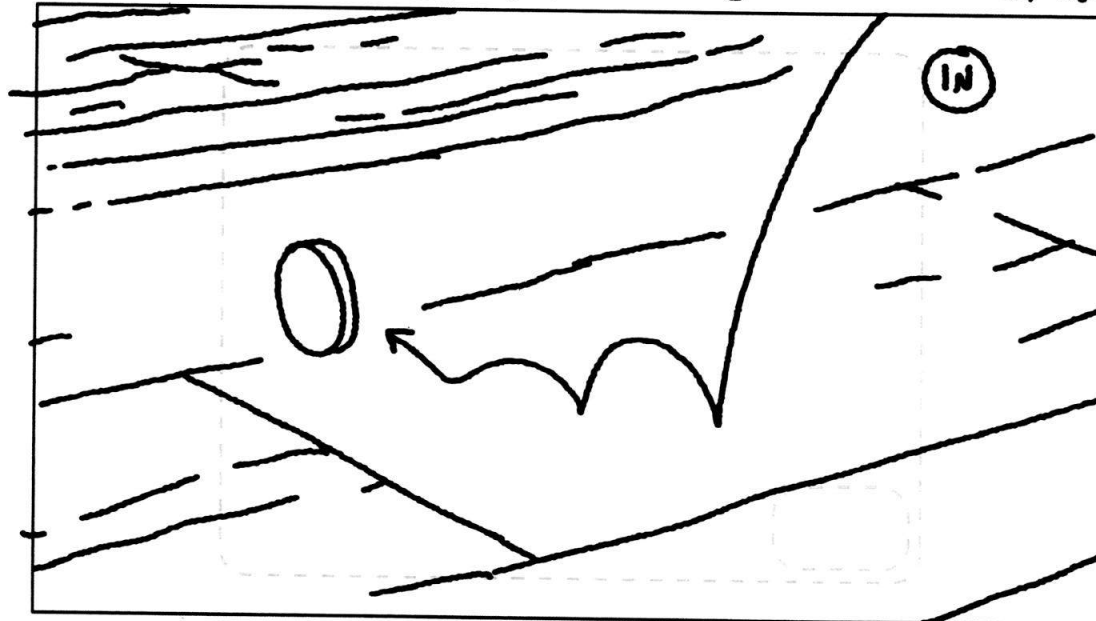
A

Bg.

Page

235

day night



Dialog:

SFX: * CLKK - CLKK - -

Action:

COIN LANDS AND ROLL ON THE FLOOR.

Timing:

JAN 14 2014

1025 - 171

EPISODE #

1025/171

Production :

1025/171

215 CONT

Pnl.

Bg.

Diag Pan
w/ action

1025-171

DE #

1025/171

1025/171

JAN 14 2014

Dialog:

Action:

COIN ROLLS INTO CRACK IN THE
FLOOR
PAN W/ COIN.

Timing:

END

1025/171

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Stop
A

OUT

1025/171

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215 CONT

(C)



Pnl.

Bg.

Page 270
day night

Stop
A

OUT

Drag Pan
w/action

(B)

DE # 1025 - 171

1025/171

Dialog:

Action:

- COIN ROLLS INTO CRACK IN THE
FLOOR
- PAN W/ COIN.

Timing:

END

JAN 14 2014

1025/171